



“The Diary” 1025-190 Original Board

Date 05/06/14



Board Team Final 05/06/14



Network Approval Board



Record Board



Animatic Scan Board



Conformed Board



Design Board



Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Cole Sanchez

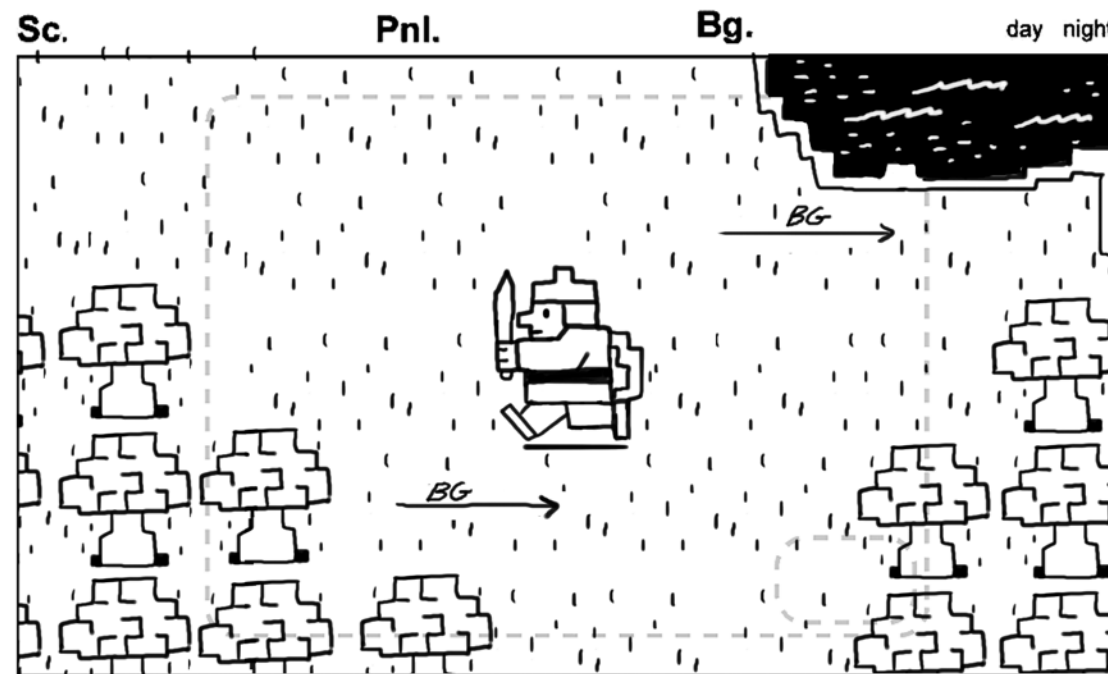
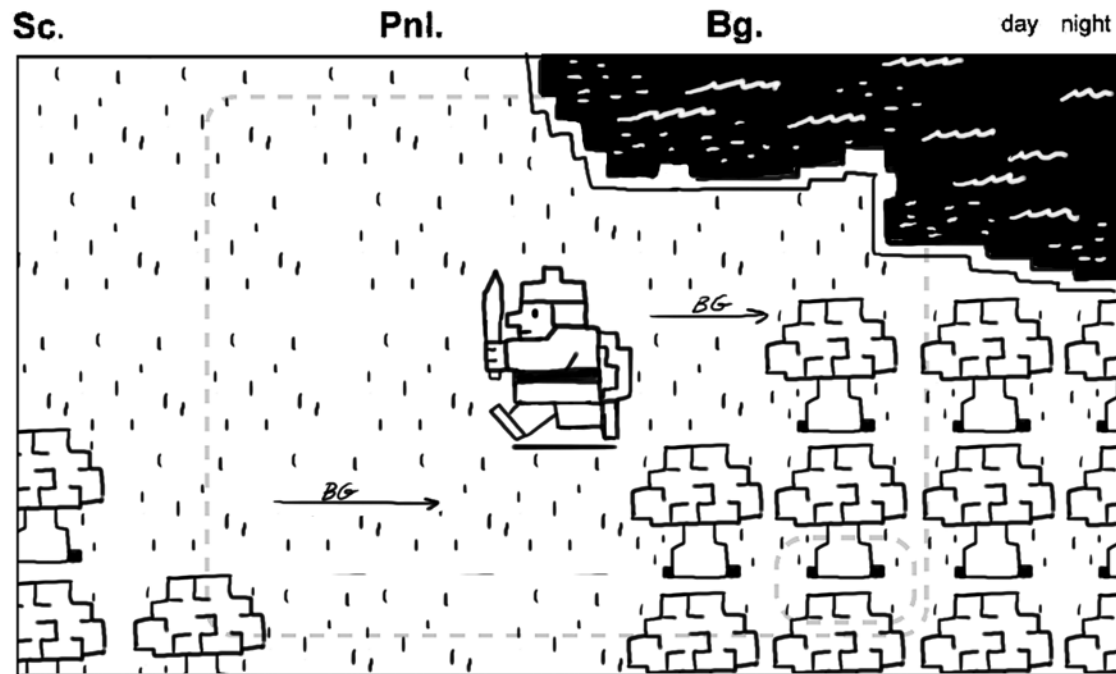
Storyboard by
Jillian Tamaki

Animation Studio
RDK

ADVENTURE TIME



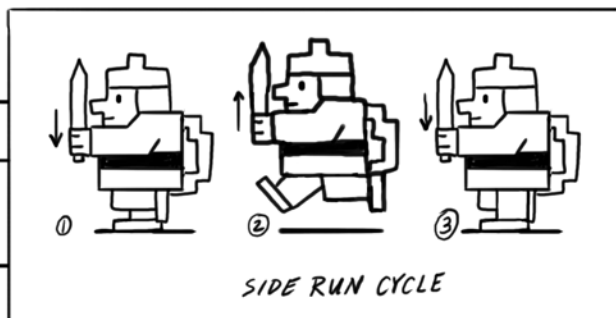
Page **1**



Dialog: *SFX/♪OMINOUS VIDEOGAME MUSIC♪*
SEE: 'DRAGON WARRIOR'

Action: *CHARACTER RUNS (SEE SIDE RUN CYCLE→),*
BACKGROUND MOVES

Timing:



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EPISODE #

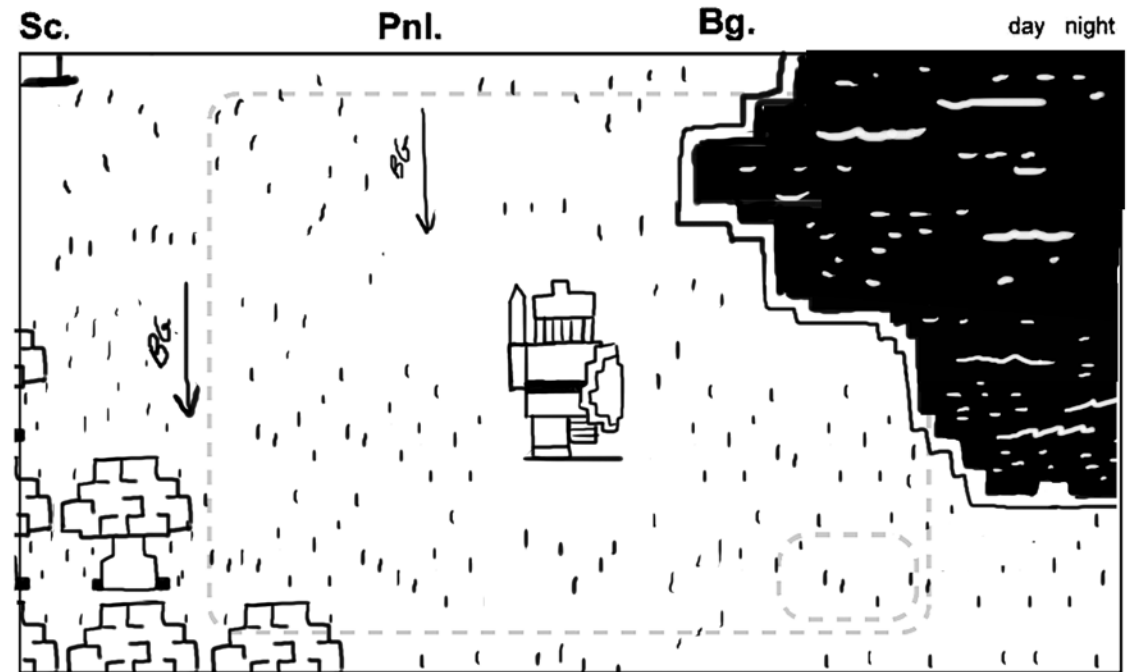
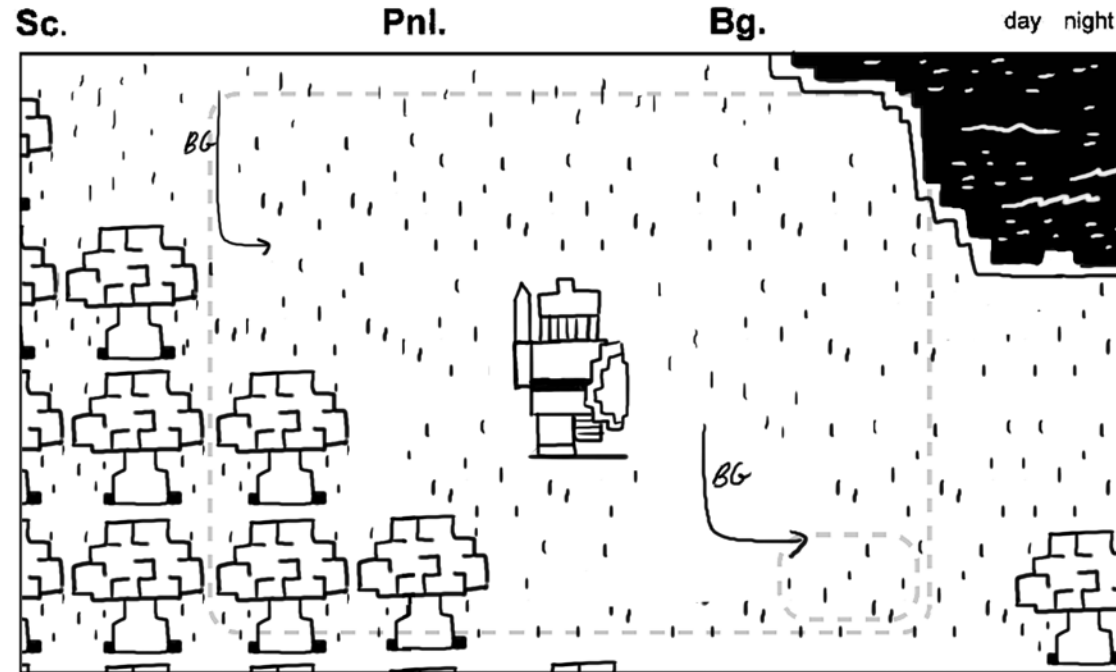
Production :

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ADVENTURE TIME



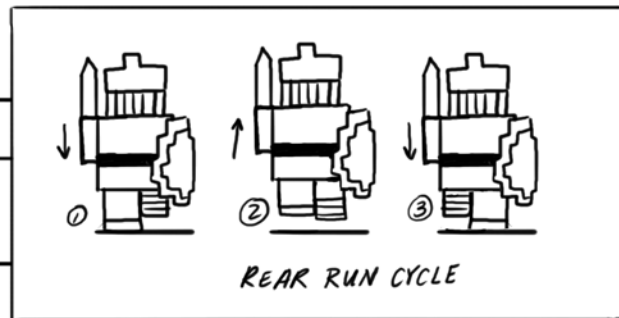
Page **2**



Dialog: *SFX/♪OMINOUS VIDEOGAME MUSIC♪*

Action: *CHARACTER RUNS (SEE REAR RUN CYCLE→)
BACKGROUND MOVES*

Timing:



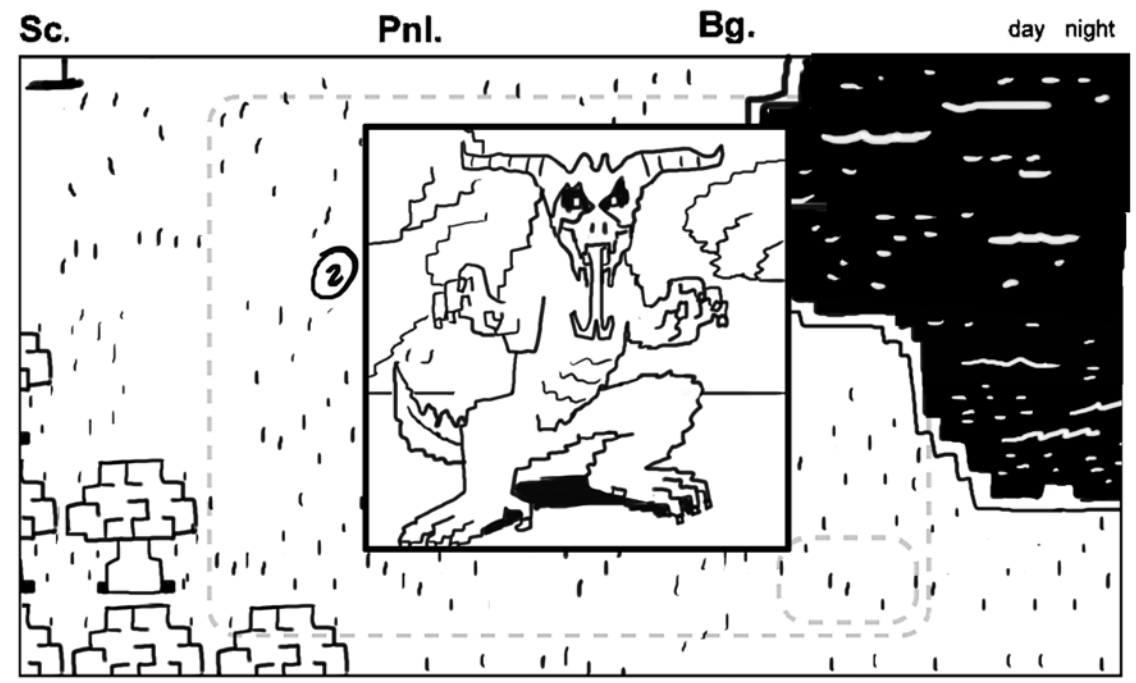
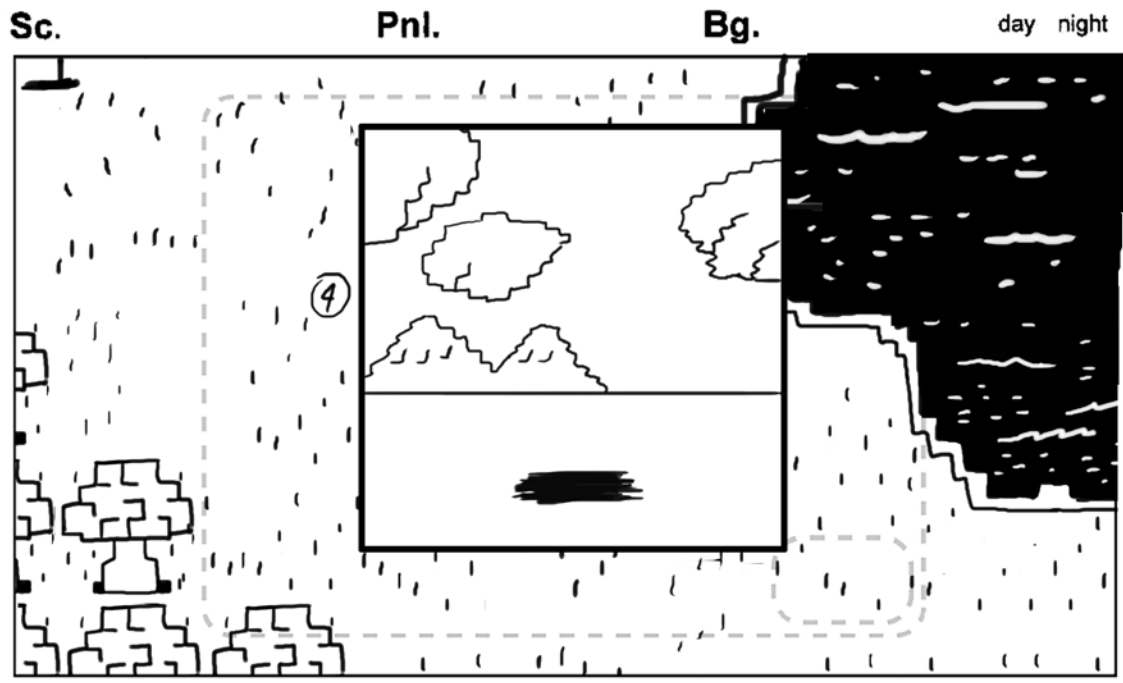
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EPISODE #

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ADVENTURE TIME



Dialog: *SFX/Λ SCARY TRILL! ♪♪*

Action:
- BG STOPS,
- WINDOW 'ROTATES'
OPEN

Timing:

② - DRAGON FADES IN

ADVENTURE TIME

Page **4**

Sc. Pnl. Bg. day night

\$\$ UI
XP 22
HP 150

P MAGIC
H SKILL
CAST

OH NO! A SILVER DRAGON!
FIGHT ► RUN AWAY

Dialog:

SFX/BOOP!

Action: *MENUS POP UP*

CURSOR SELECTS 'RUN AWAY'

Timing:

1025 - 190

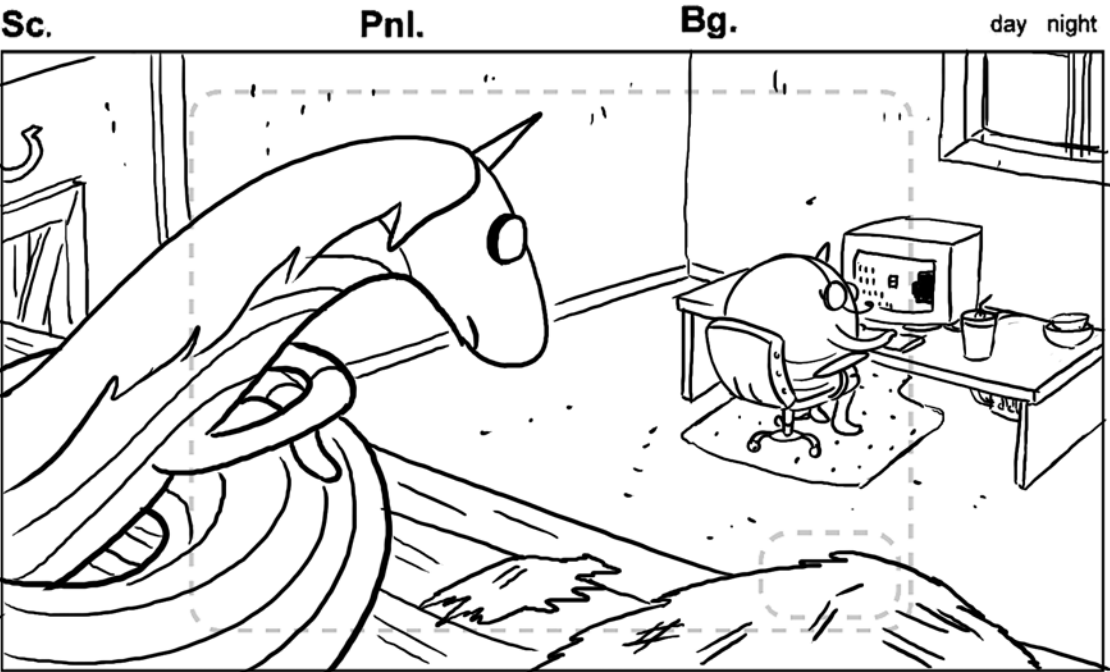
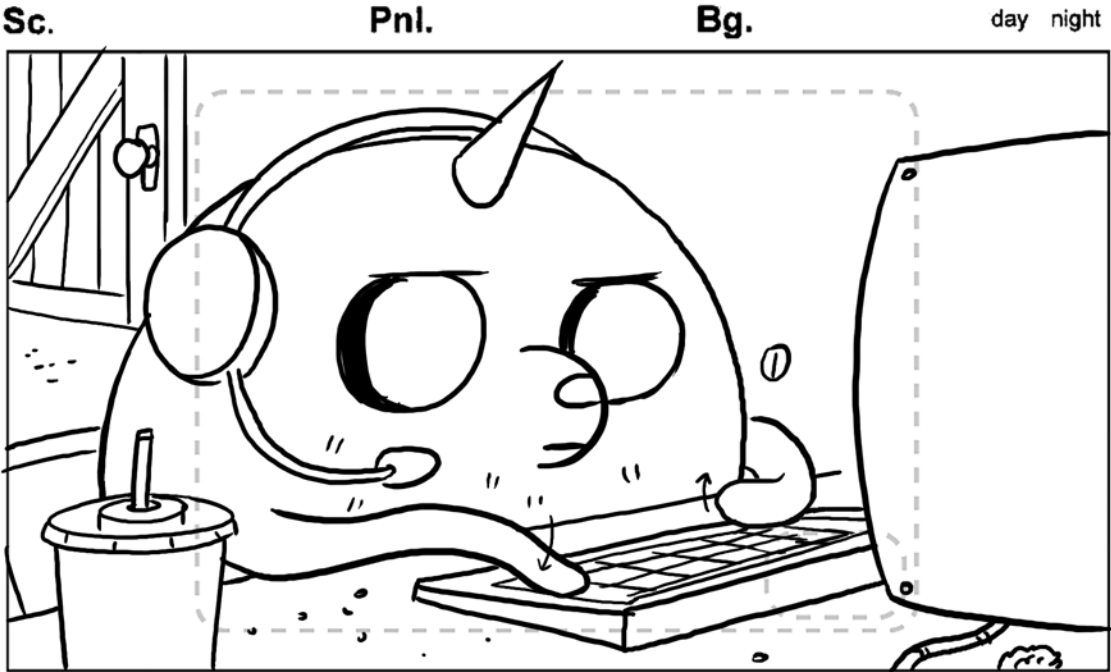
EPISODE #

Production :

ADVENTURE TIME



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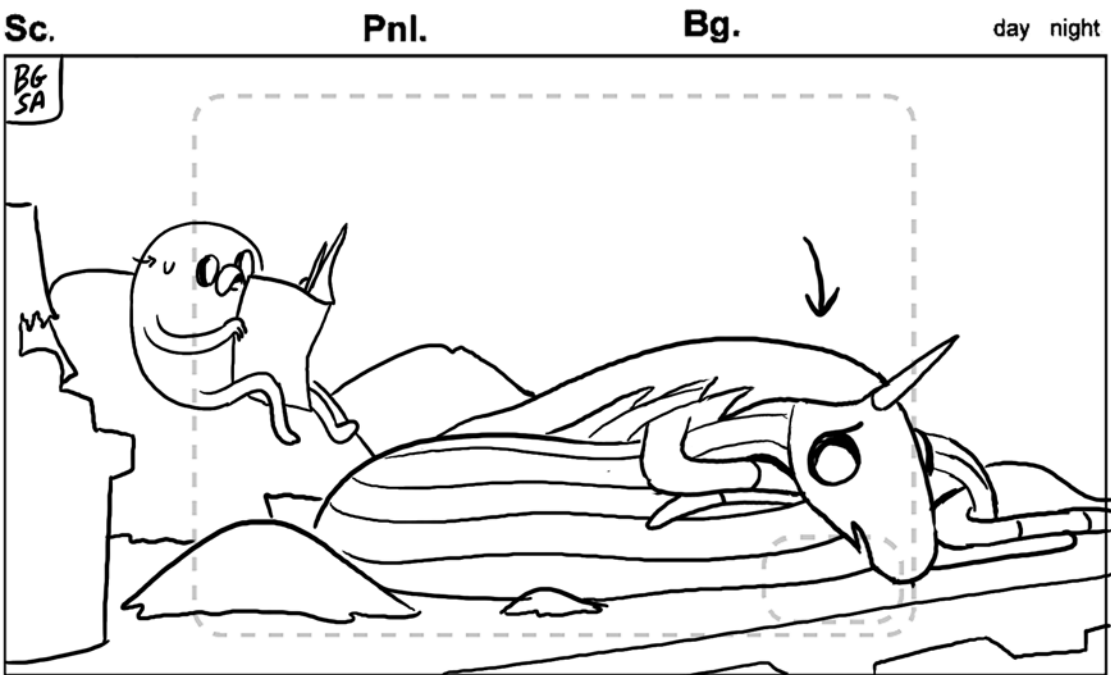
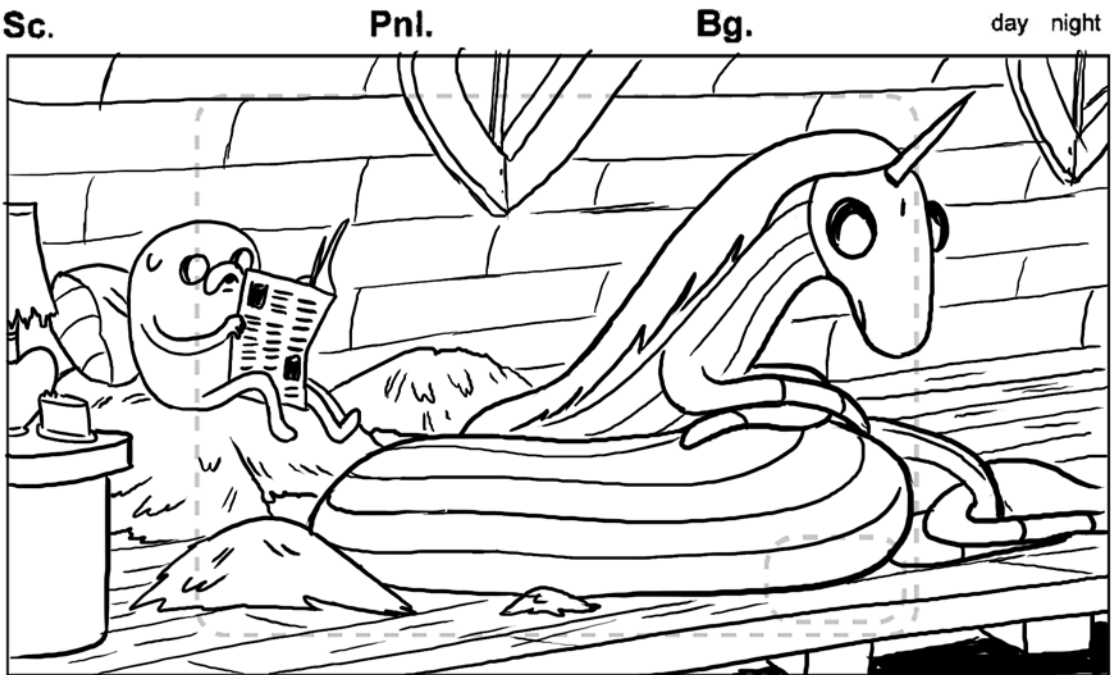


Dialog:	SFX/'RUN AWAY' SOUNDS /KEYBOARD TYPING		→ GAME MUSIC →	
Action:	TYPE CYCLE ①②①②		LADY LOOKS DOWN FROM LOFT	
Timing:				

ADVENTURE TIME

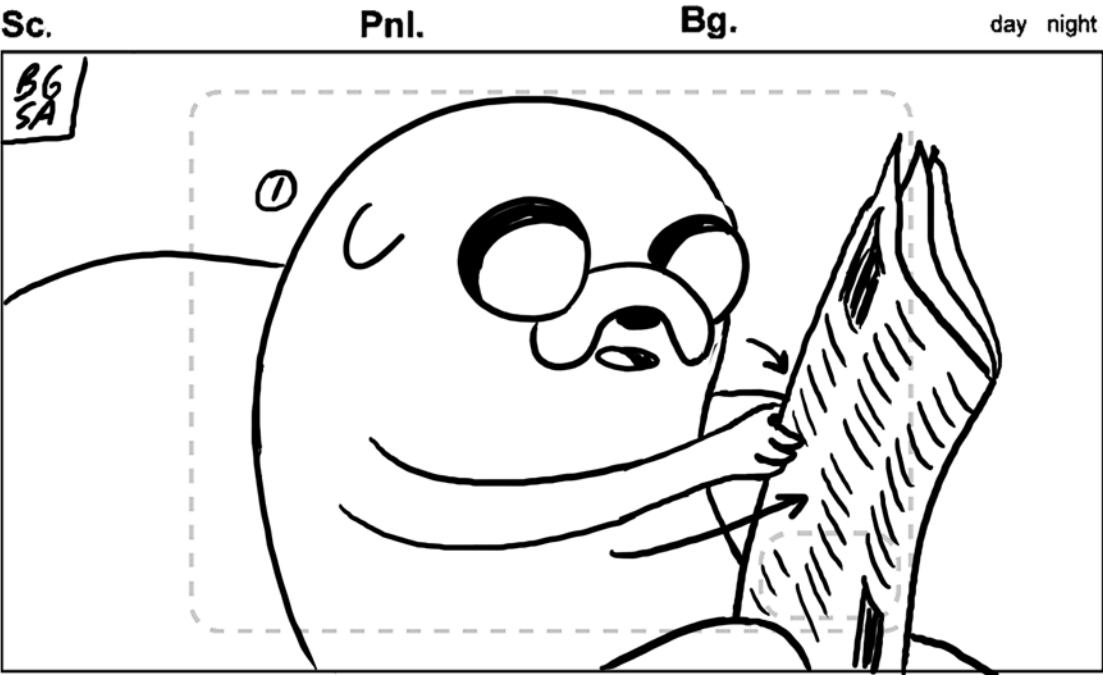
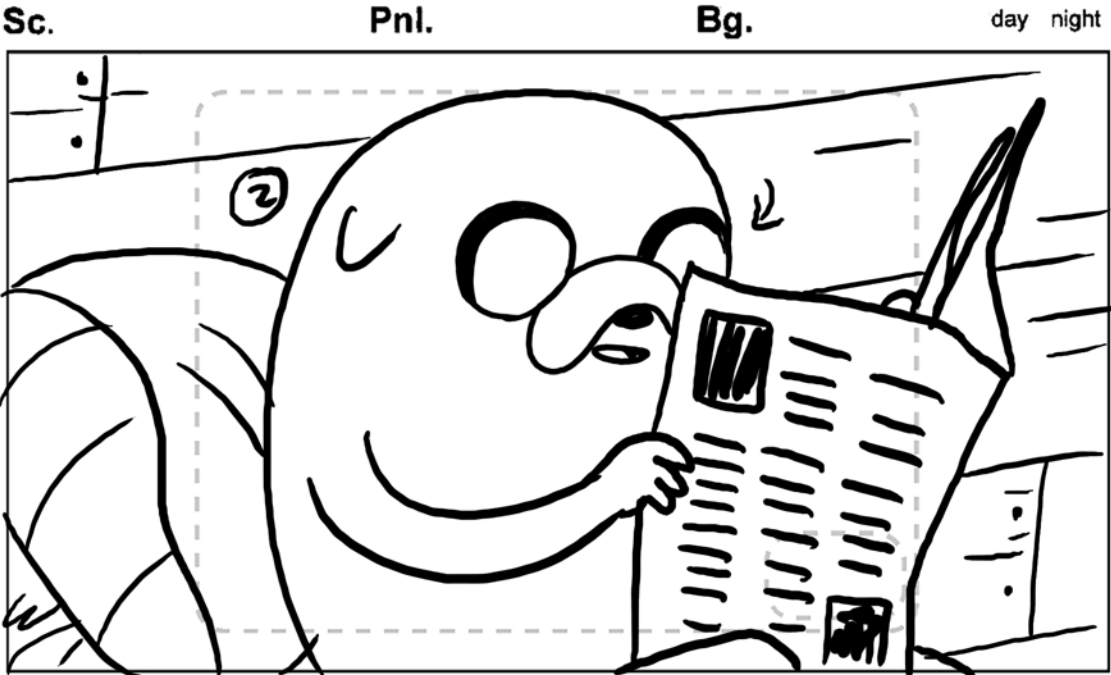


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Dialog:	→ <i>GAME MUSIC</i> →
Action:	LADY/ <I'M WORRIED ABOUT TV. HE NEVER LEAVES THE HOUSE!>
Timing:	- LADY LAYS DOWN HEAD - JAKE READS

ADVENTURE TIME



Dialog: → *GAME MUSIC* →

J/ ② AW, DON'T WORRY ABOUT HIM

Action: ② TURNS HEAD TO RIGHT

Timing:

①

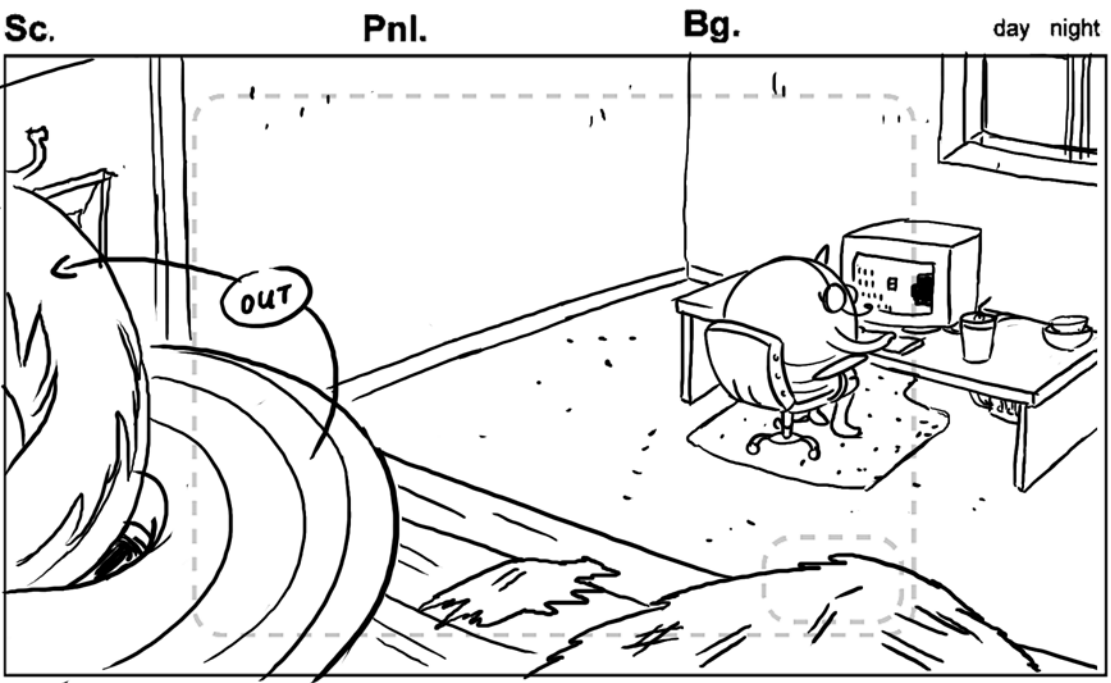
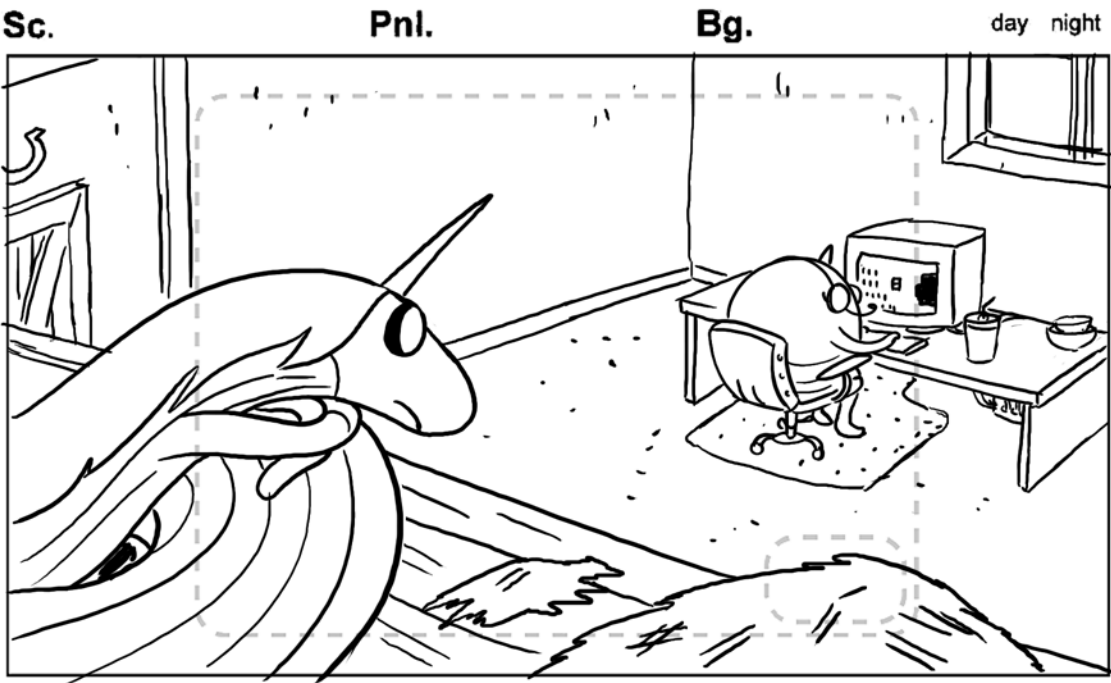
J/ IT'S GOOD TO BE PASSIONATE ABOUT YOUR HOBBIES!

① FLIPS PAGE
② TURNS HEAD TO LEFT

②

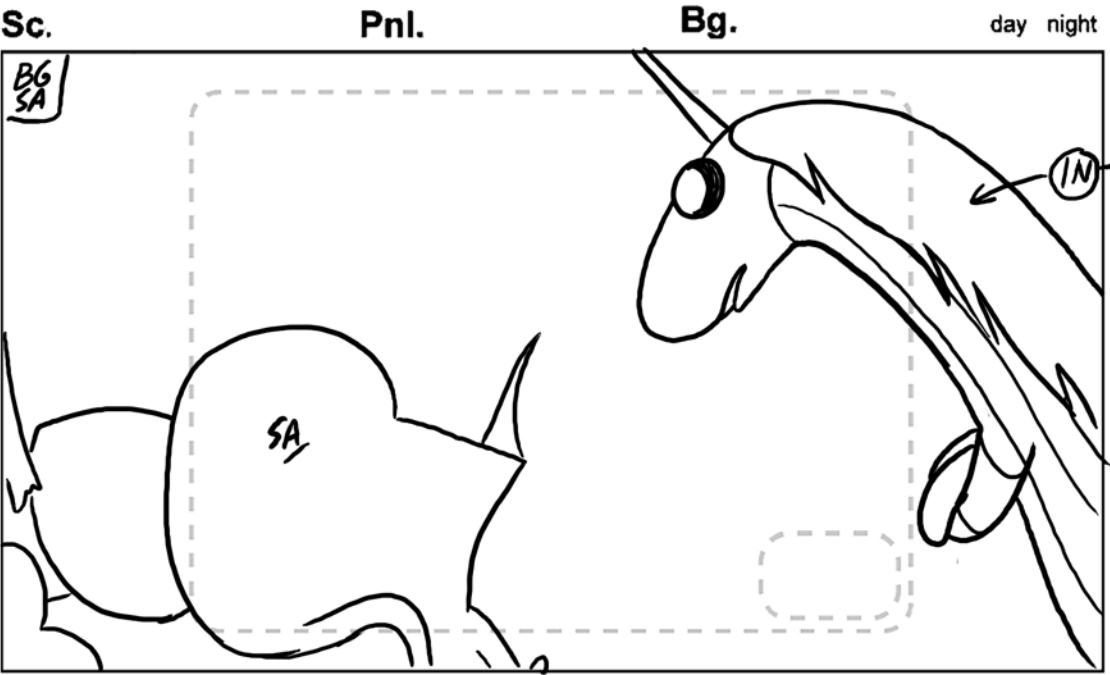
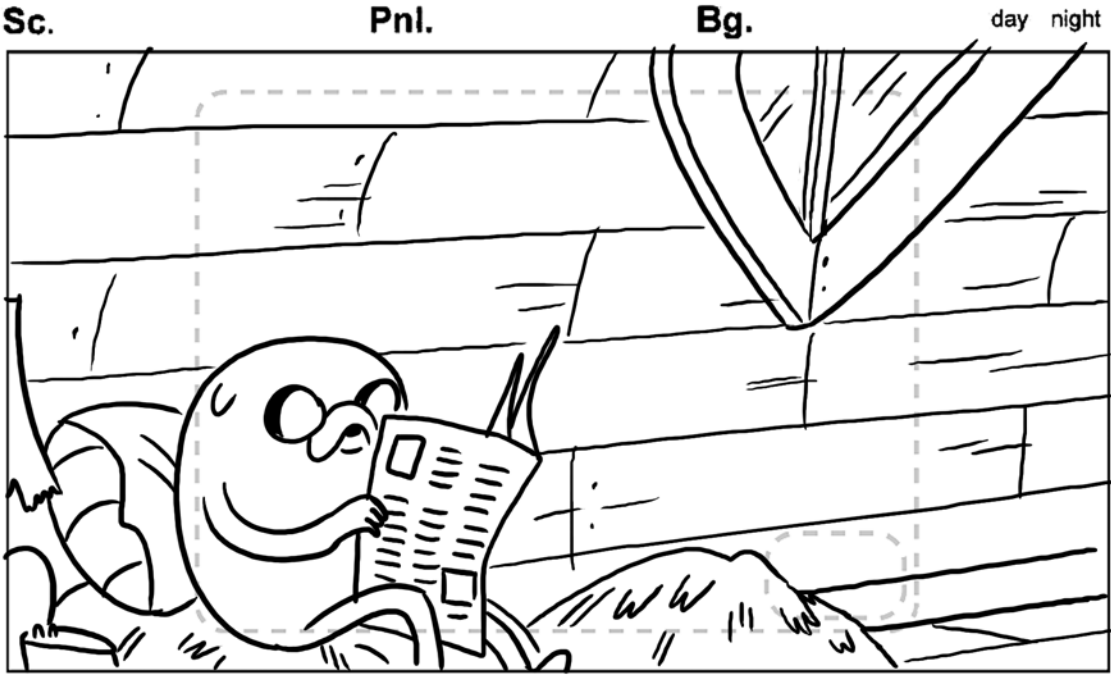
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ADVENTURE TIME



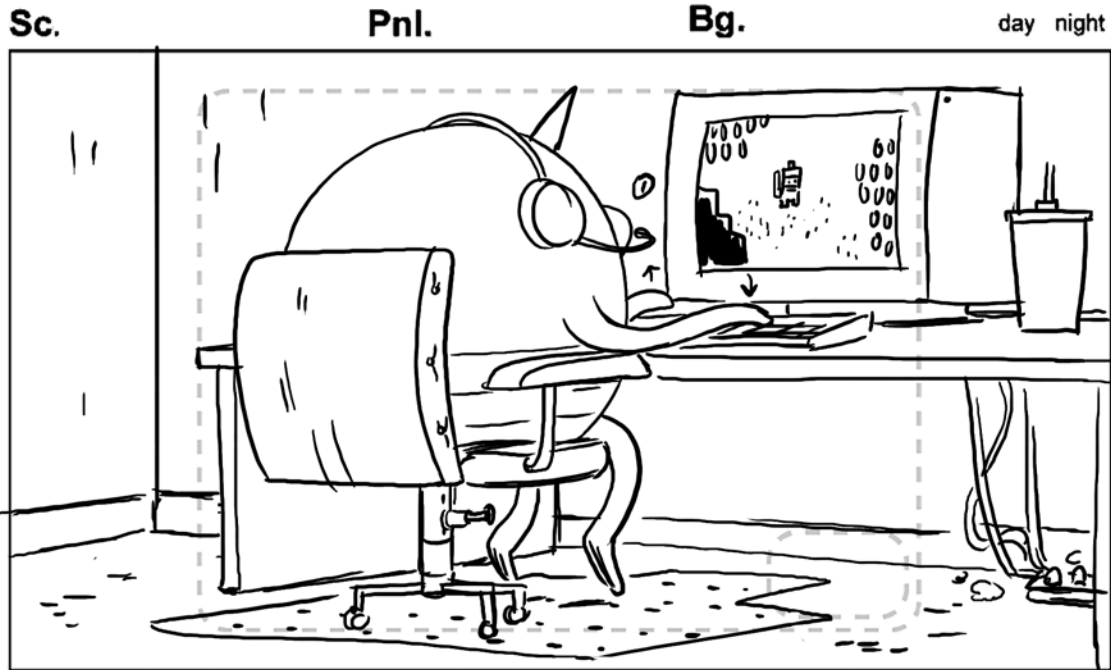
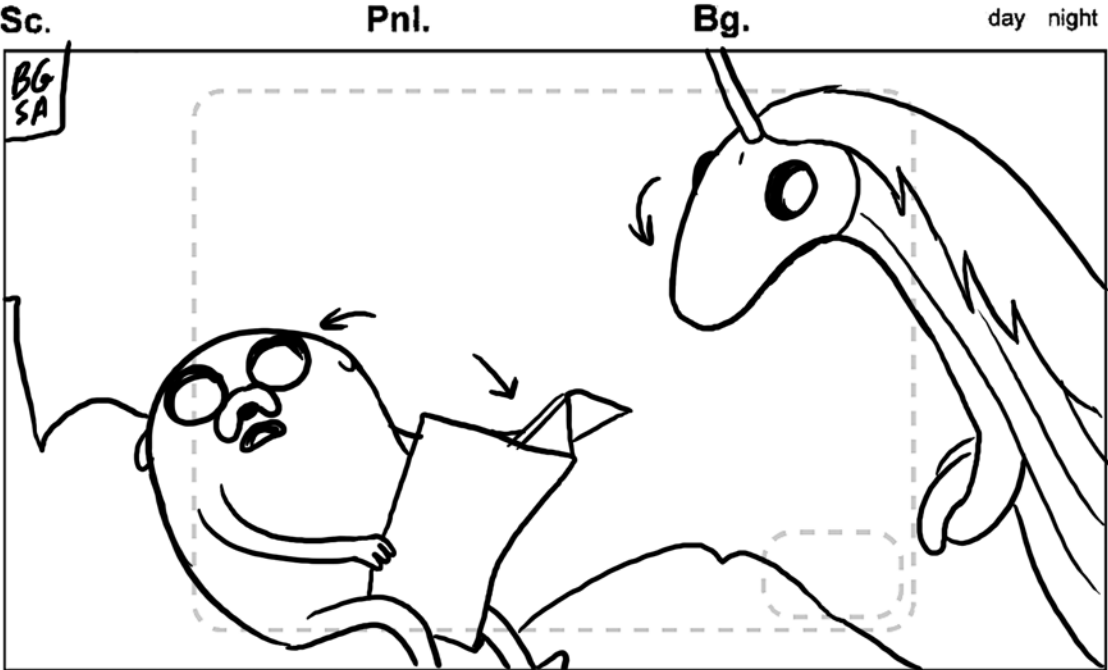
Dialog:	SFX / GAME MUSIC	SFX / "DYING" VIDEOGAME SOUNDS
Action:	LADY TURNS AWAY	
Timing:		

ADVENTURE TIME



Dialog:	L / <WELL, I DON'T LIKE IT. HE NEEDS FRESH AIR>
Action:	L ENTERS, ARMS CROSSED
Timing:	

ADVENTURE TIME



Dialog: *J/ YO! TV! GET ME A CHOCOLATE BAR!*

Action: - J SHOUTS DOWN, LOWERS PAPER
- L TURNS

Timing:

- TV TYPING (CYCLE ①②)

ADVENTURE TIME



Sc. Pnl. Bg. day night

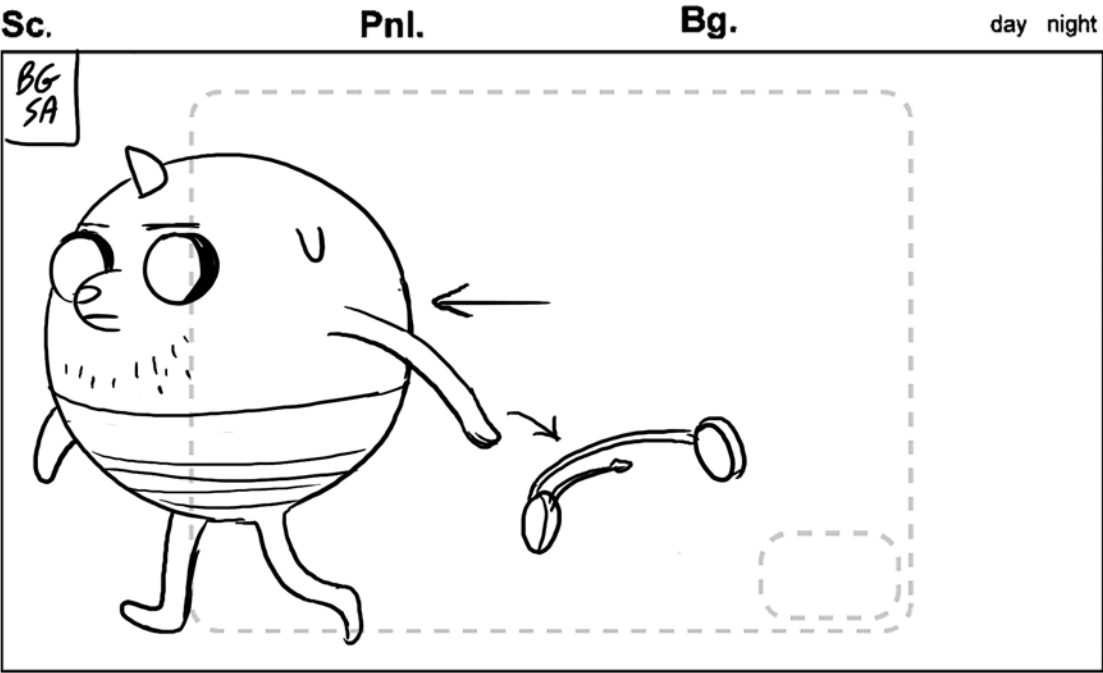
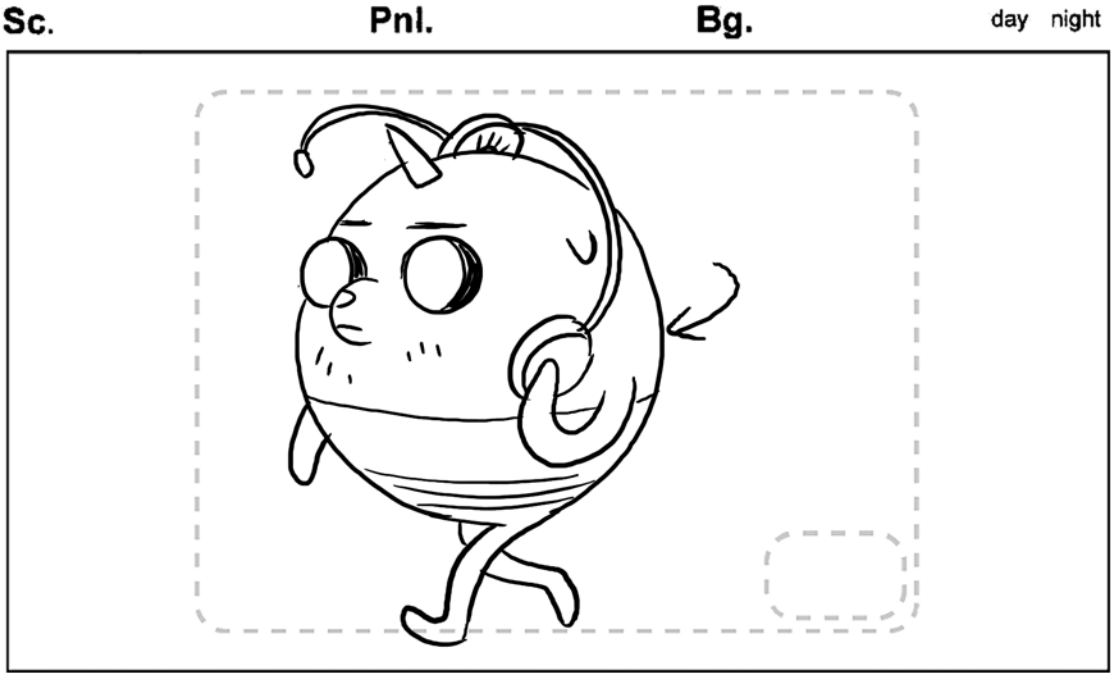
BG SA

Sc. Pnl. Bg. day night

BG SA

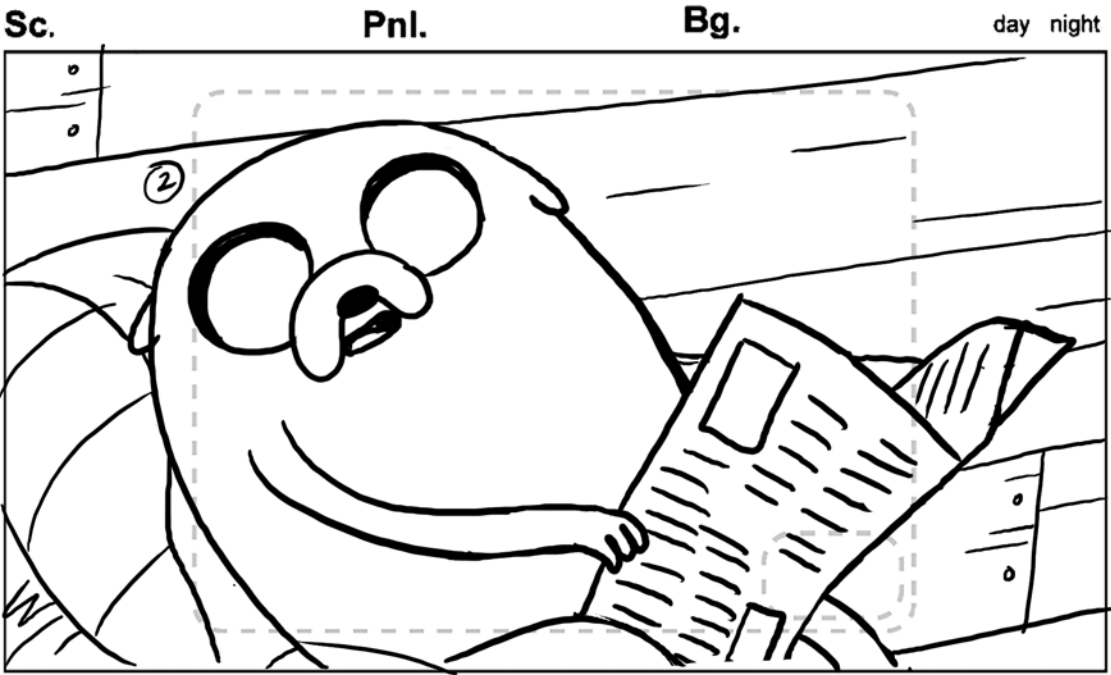
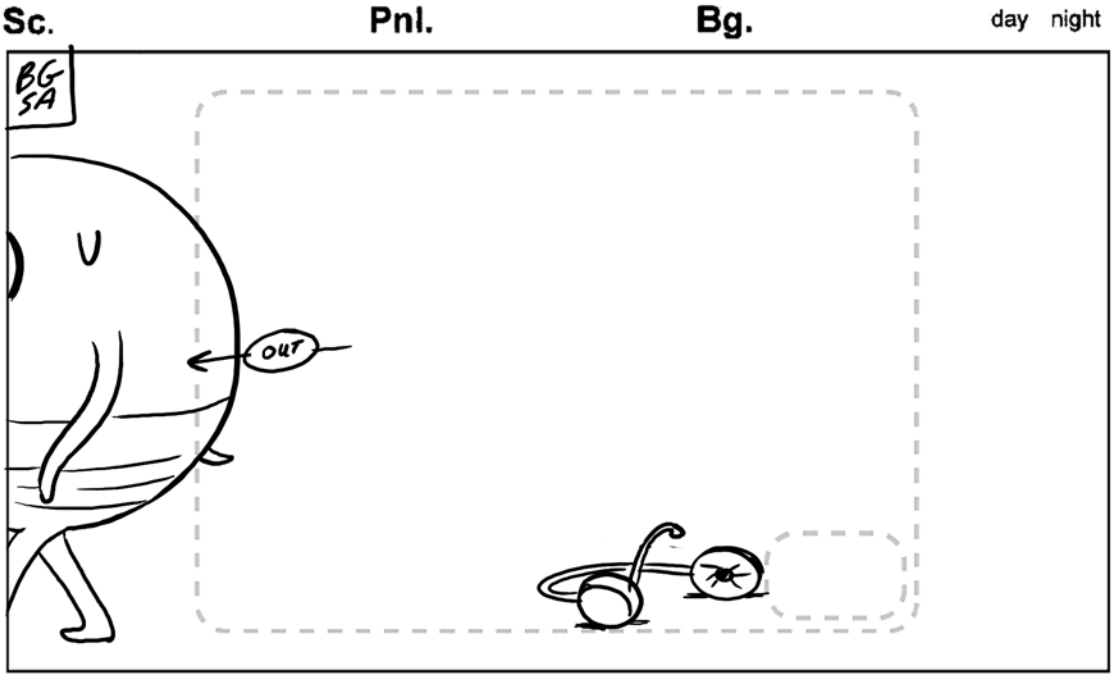
Dialog:	TV/OK	
Action:	SWIVELS CHAIR	- HOPS OFF - REACHES TO HEADSET
Timing:		

ADVENTURE TIME



Dialog:
Action: <i>PULLS OFF HEADSET</i> <i>THROWS HEADSET ON GROUND</i>
Timing:

ADVENTURE TIME



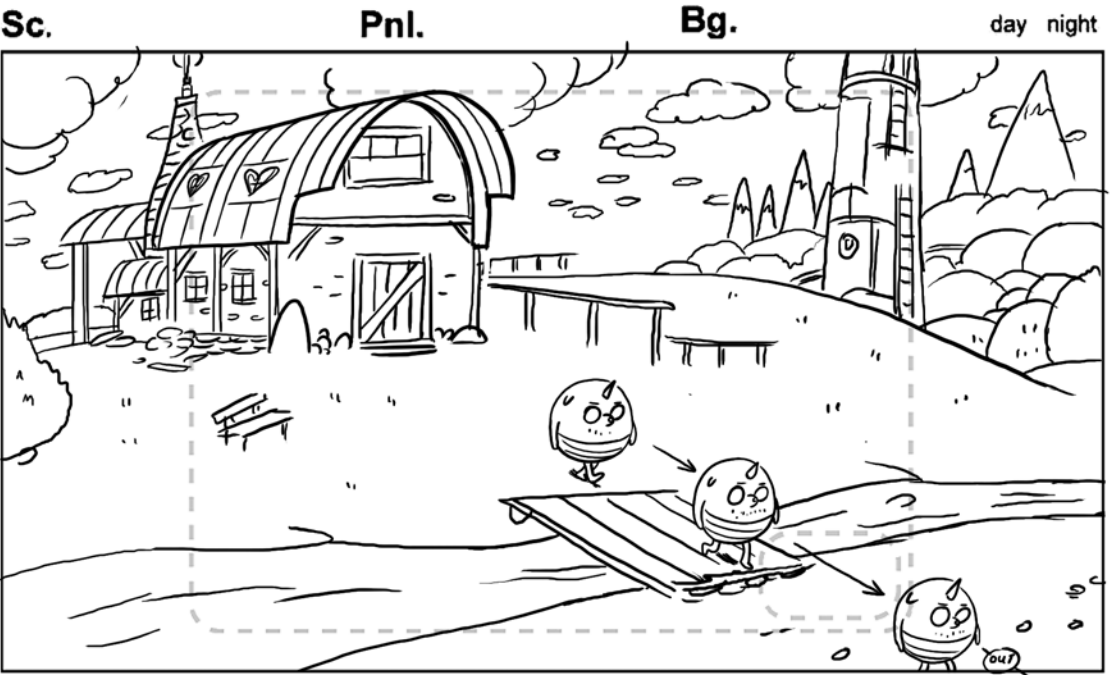
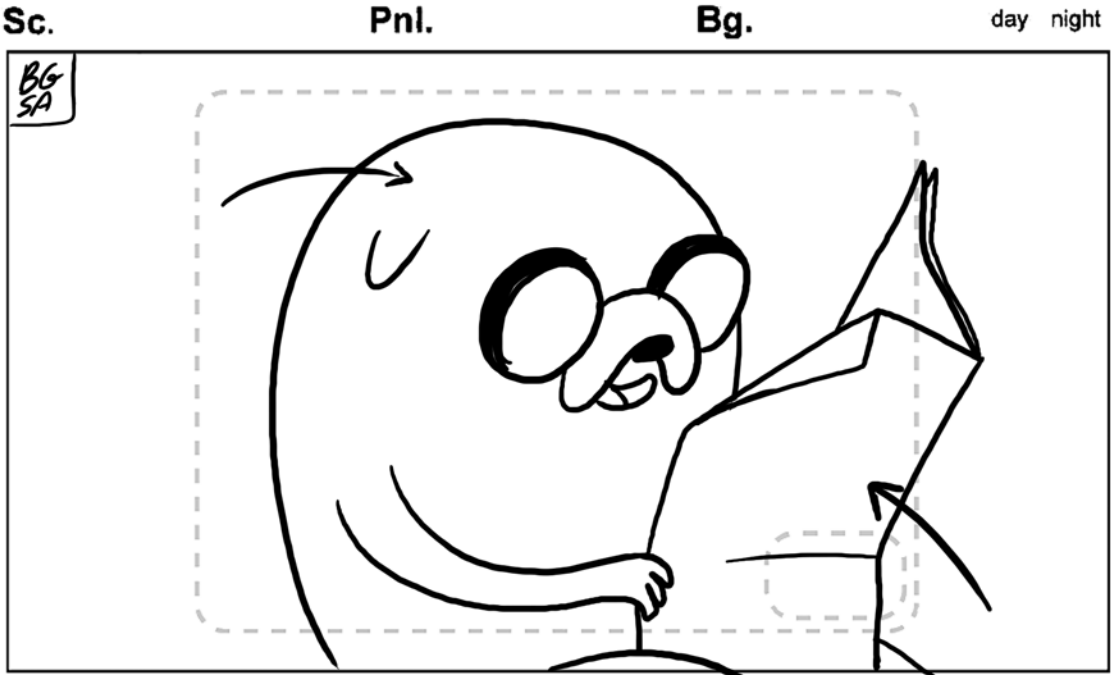
Dialog:

Action:

Timing:

J/2 ATTABOY!

ADVENTURE TIME



Dialog: J/ GLAD IT WORKED OUT

SFX/ NICE SUMMER SOUNDS: BROOK, BIRDS, ETC →

Action: SNAPS PAPER BACK UP

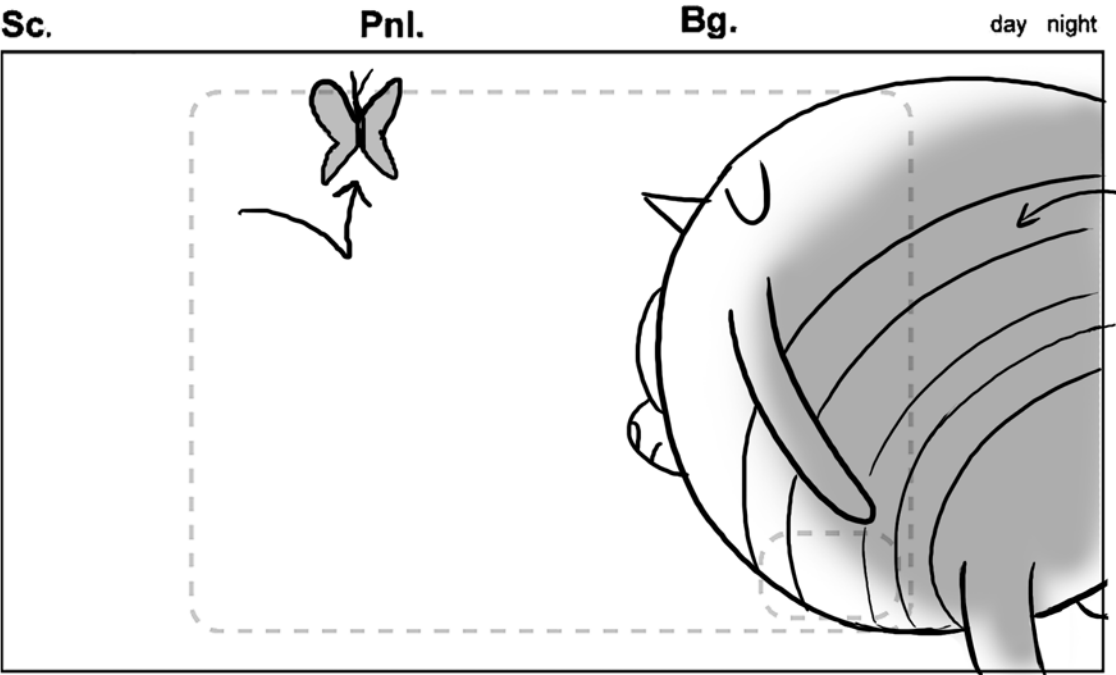
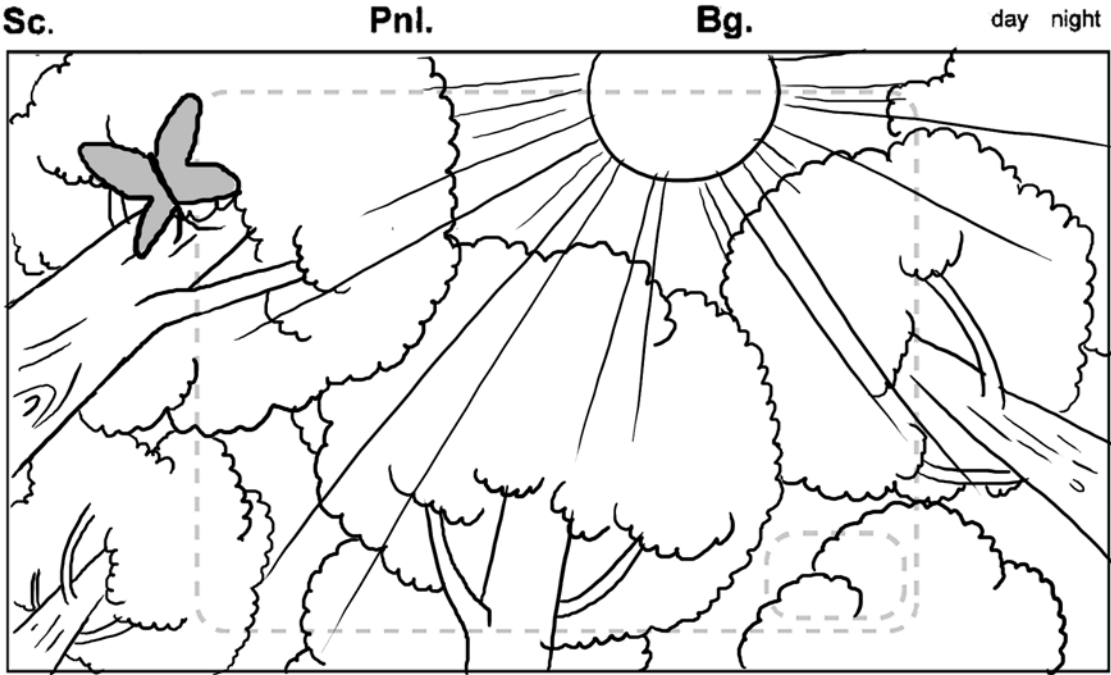
Timing:

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ADVENTURE TIME



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Dialog: *SFX/ NICE SUMMER SOUNDS: FOREST, BIRDS, ETC* →

Action: *SUN- STREAMING THRU CANOPY* *TV ENTERS*

Timing:

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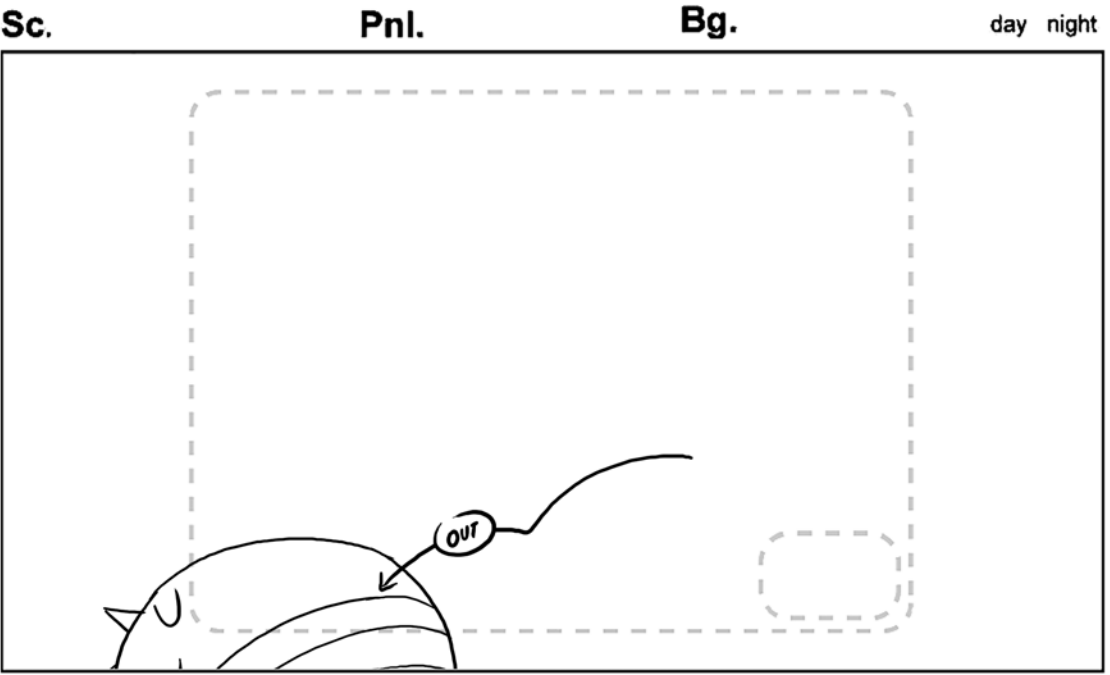
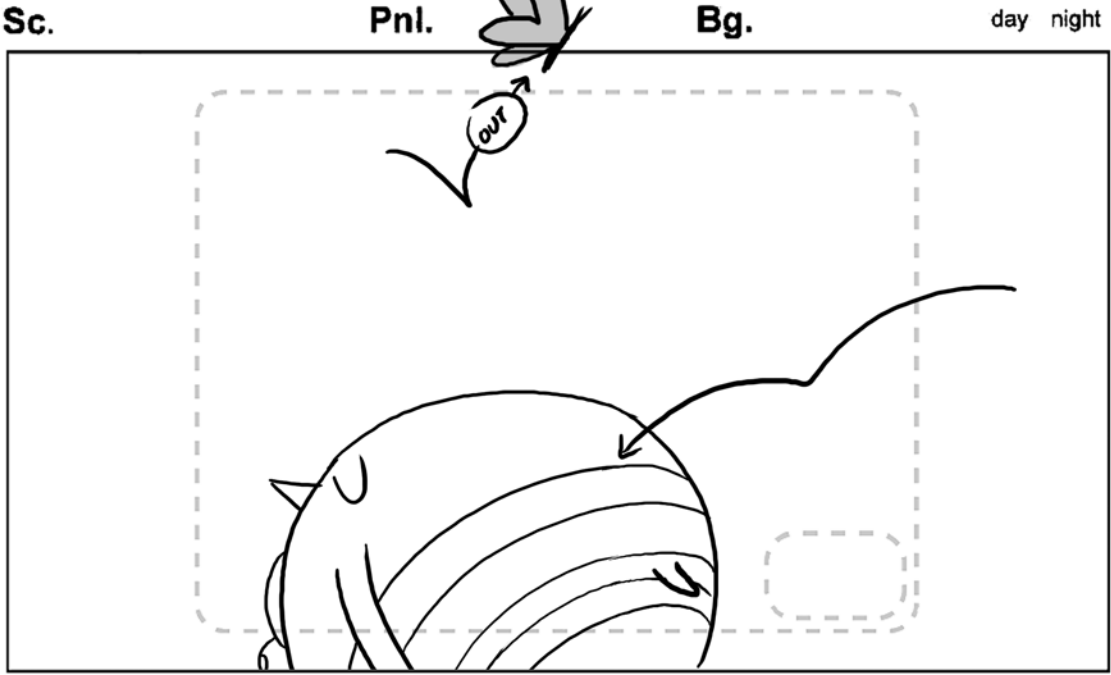
Production :

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ADVENTURE TIME



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Dialog: *SFX/ NICE SUMMER SOUNDS: FOREST, BIRDS, ETC* →

Action: *TV WALKS THRU SCENE*

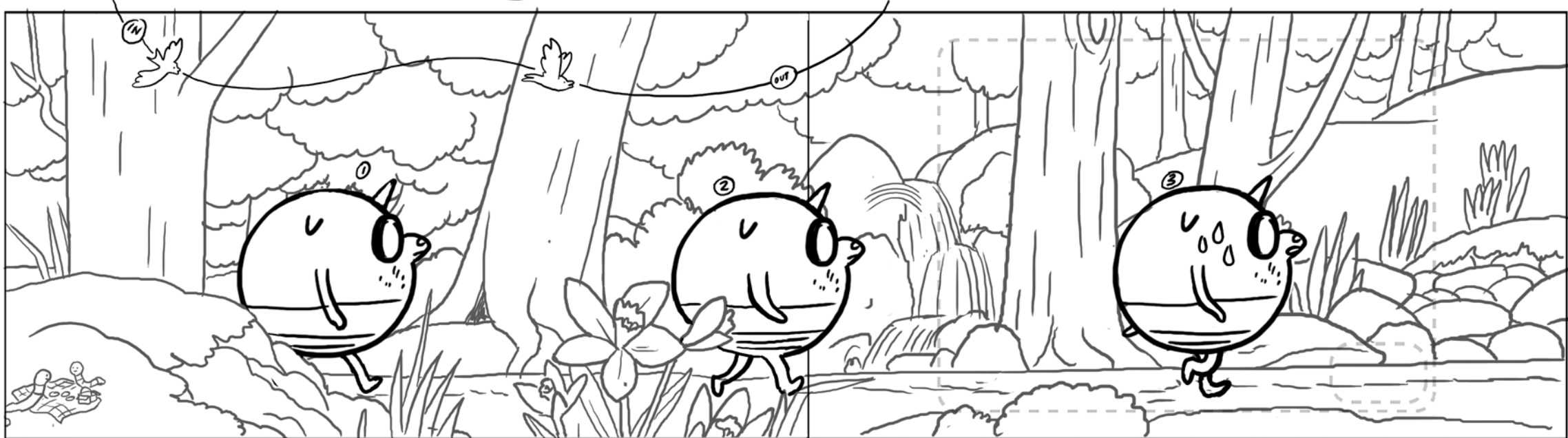
Timing:

EPISODE # 1025 - 190
Production :

ADVENTURE TIME



PAN

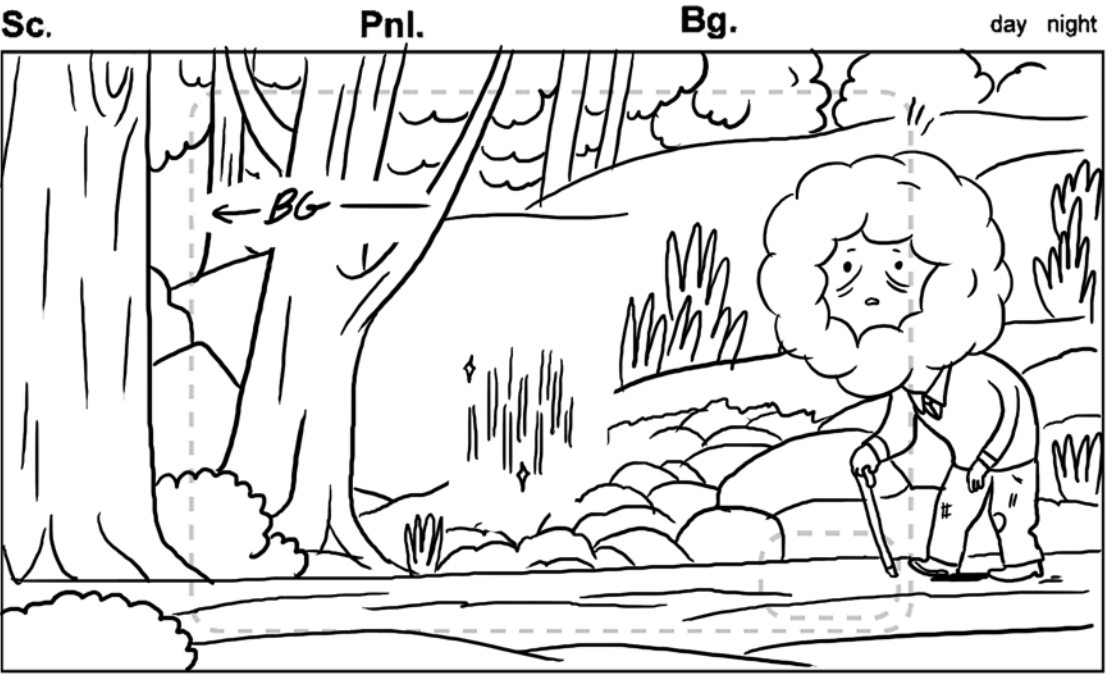
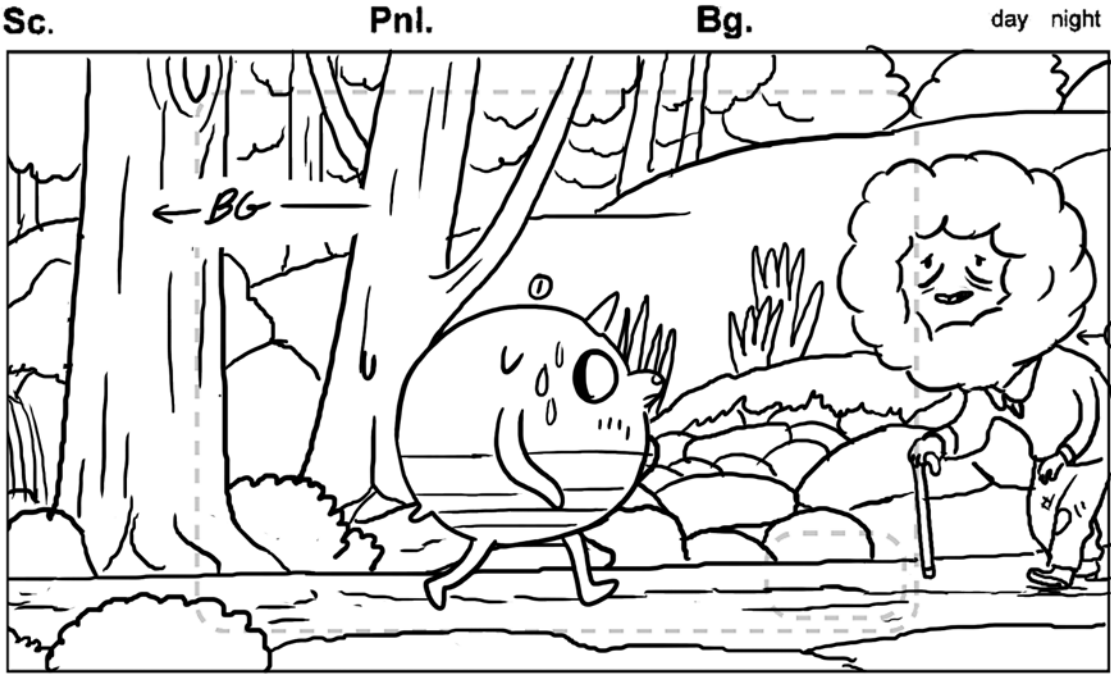


EPISODE # 1025 - 190

Dialog:	SFX/ NICE SUMMER SOUNDS: FOREST, BIRDS, ↑ WATERFALL
Action:	PAN RIGHT w/ TV AT CENTRE OF FRAME ③ TV (SOFTLY) / AHH
Timing:	③ BREAKS INTO SWEAT

Production :

ADVENTURE TIME



Dialog:

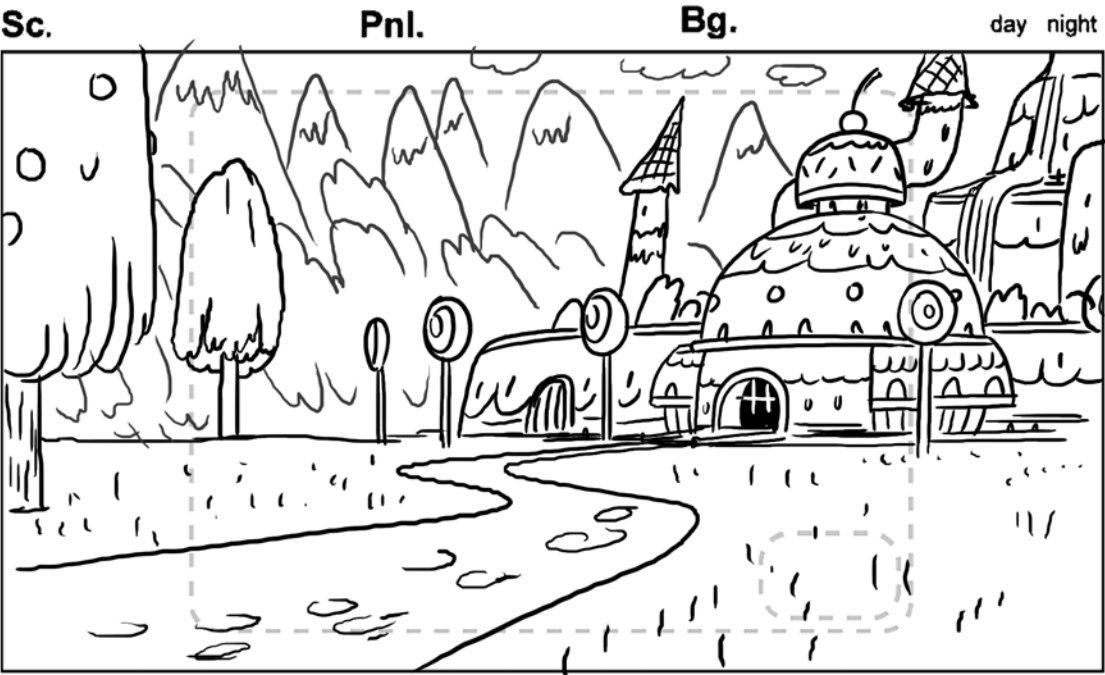
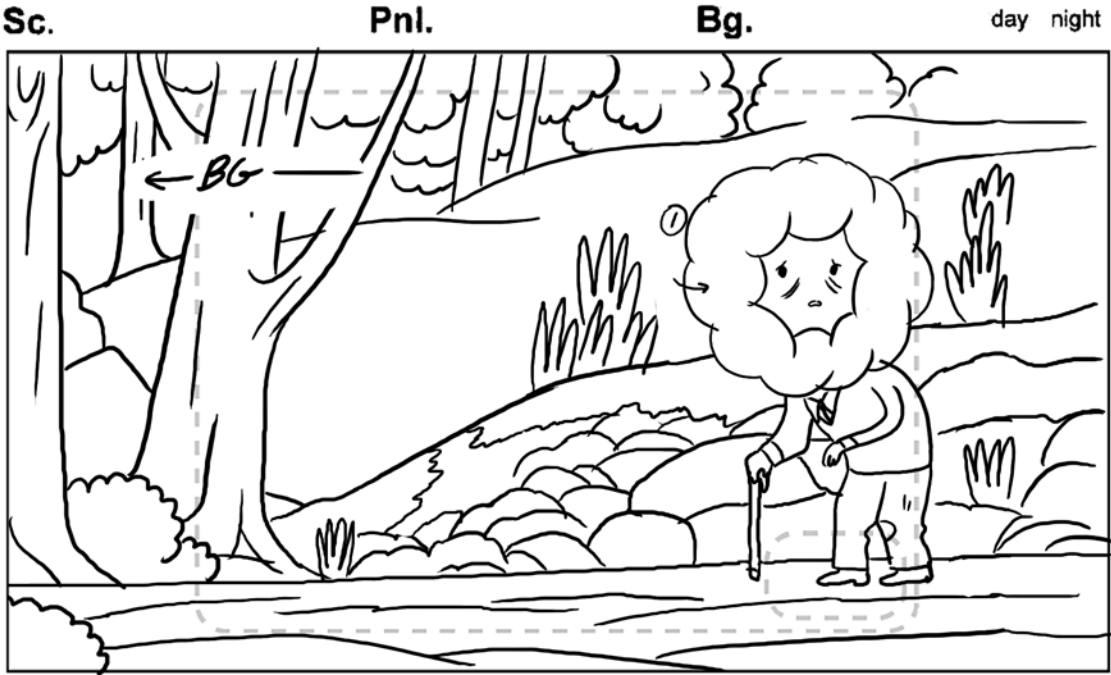
OLD PIZZA MAN / WHY! HELLO YOUNG MAN!
BEAUTIFUL DAY, ISN'T —————> OH!

Action: PAN CONTINUES

— OLD MAN ENTERS ON RIGHT
(WALKING + REVEALED ON PAN) / TV TELEPORTS (START) ①②

Timing:

ADVENTURE TIME



Dialog:

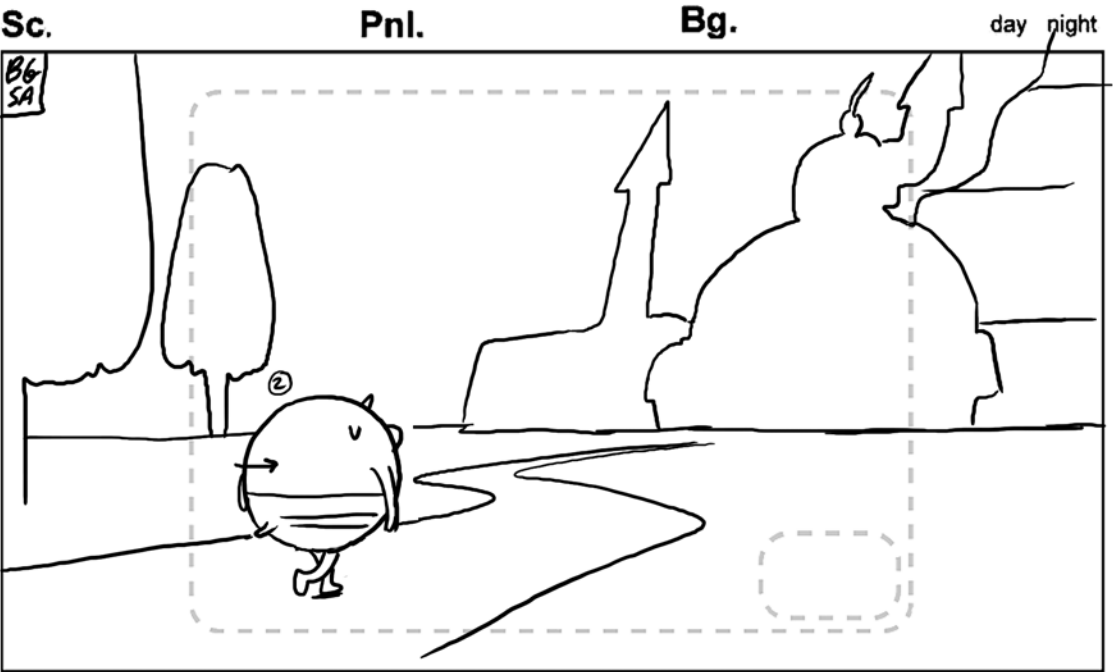
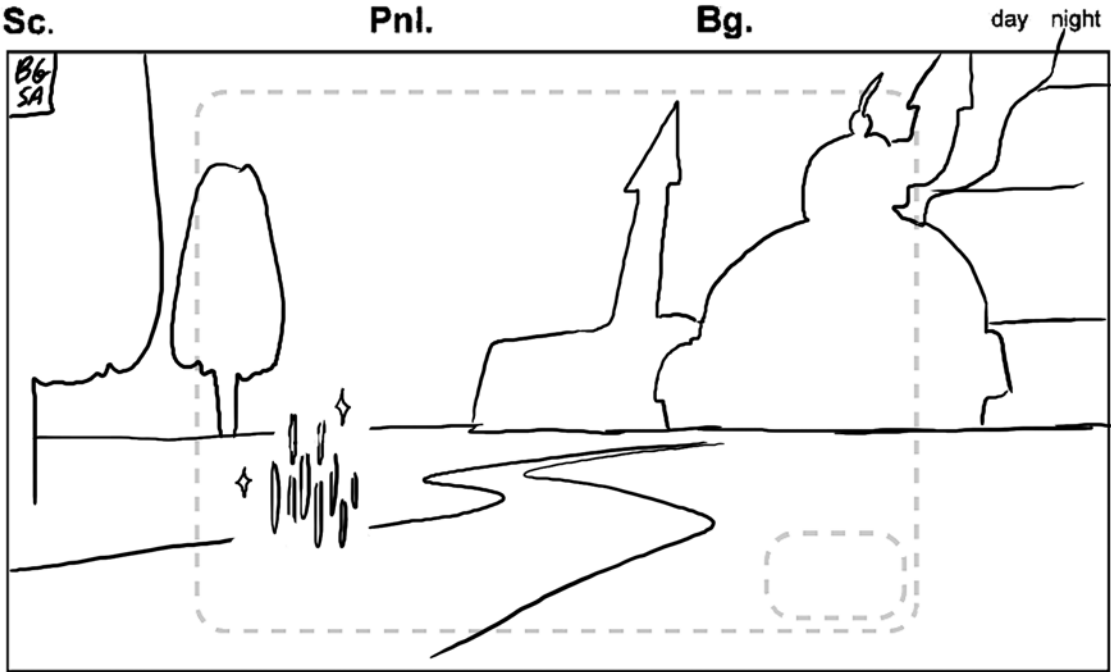
Action: -PAN CONTINUES...


- OLD MAN STOPS WALKING,
LOOKS AROUND ①②

EXT. CANDY KINGDOM

Timing:

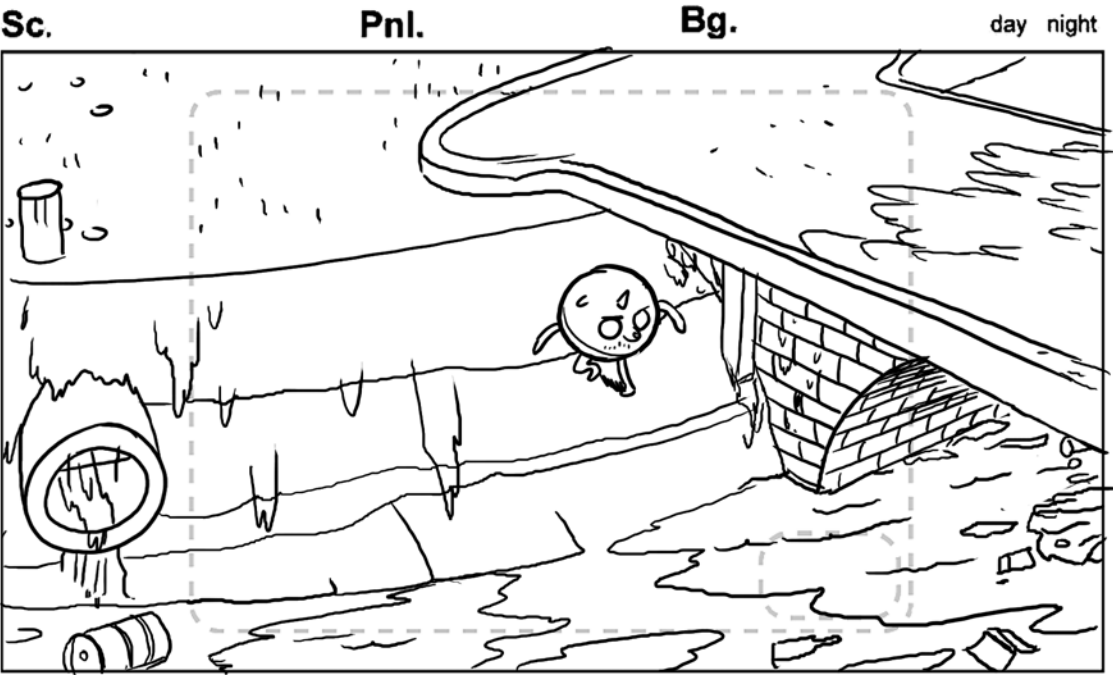
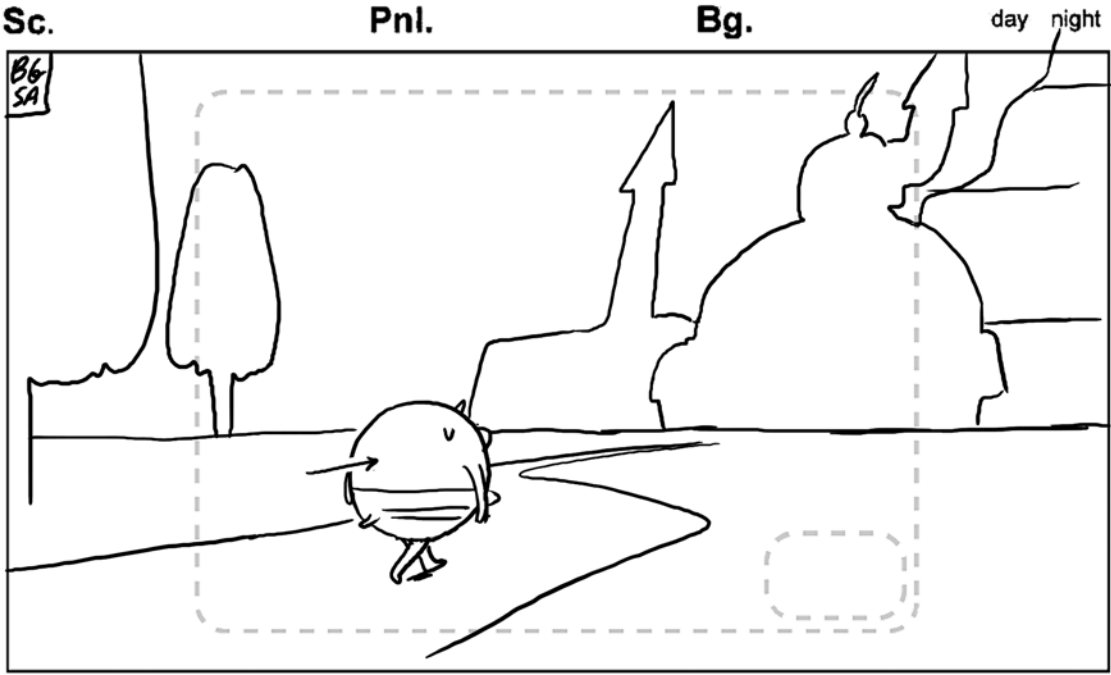
ADVENTURE TIME



Dialog:	
Action:	-TELEPORT ENDS ① ② -TV WALKS
Timing:	

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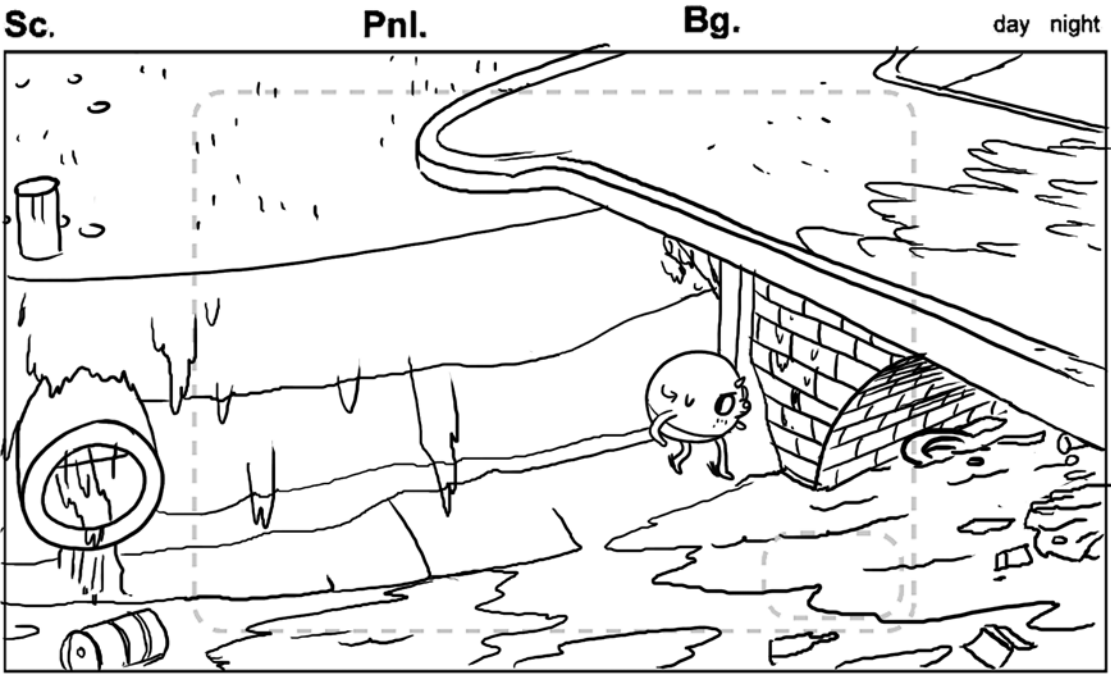
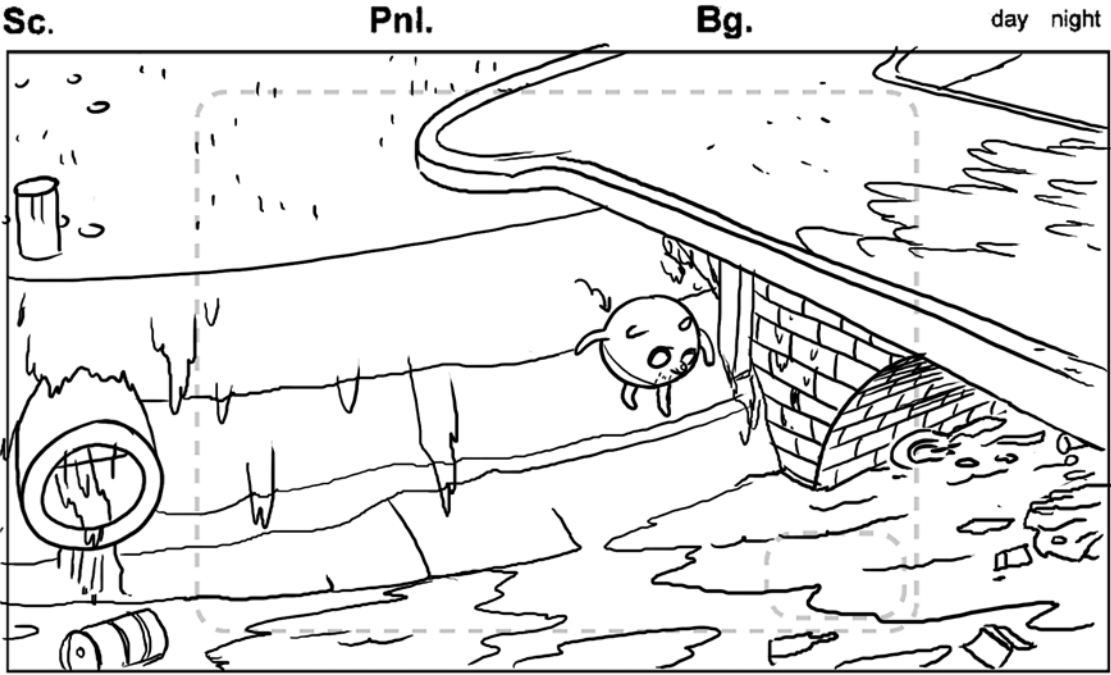
ADVENTURE TIME



Dialog:	TV/ S/KE.
Action:	
Timing:	

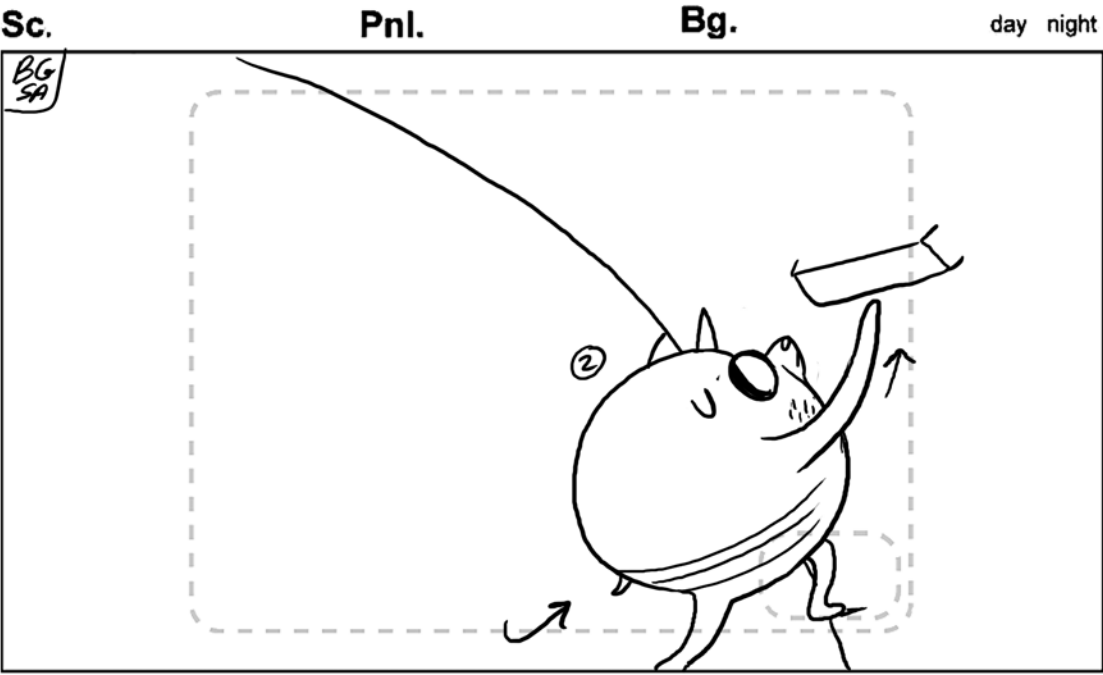
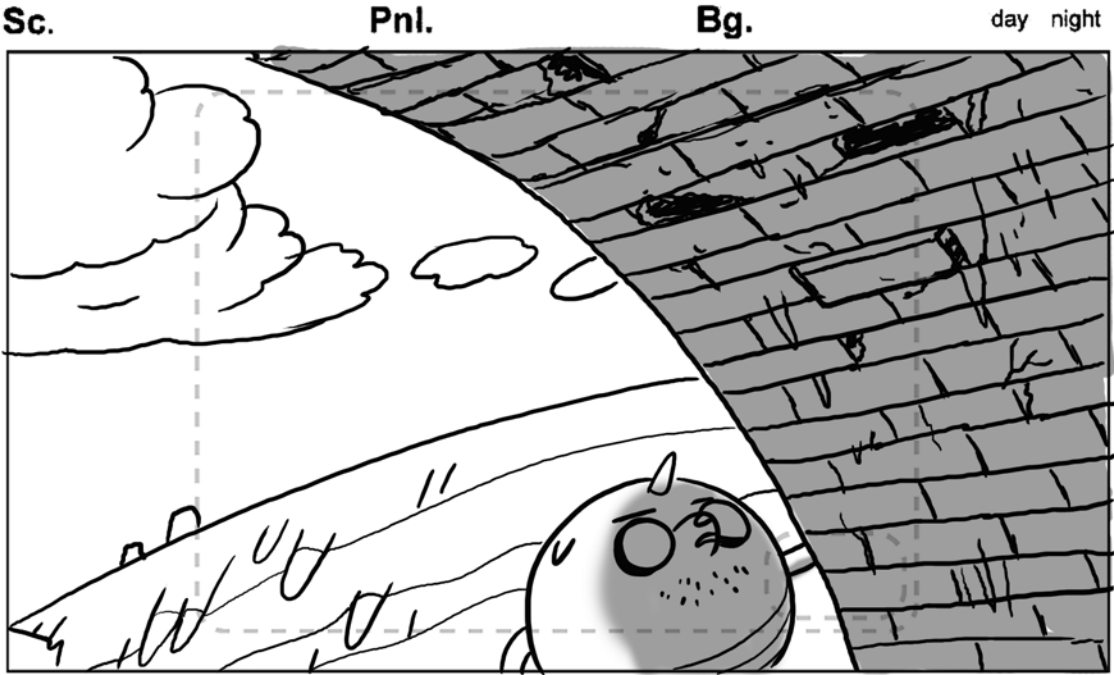
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ADVENTURE TIME



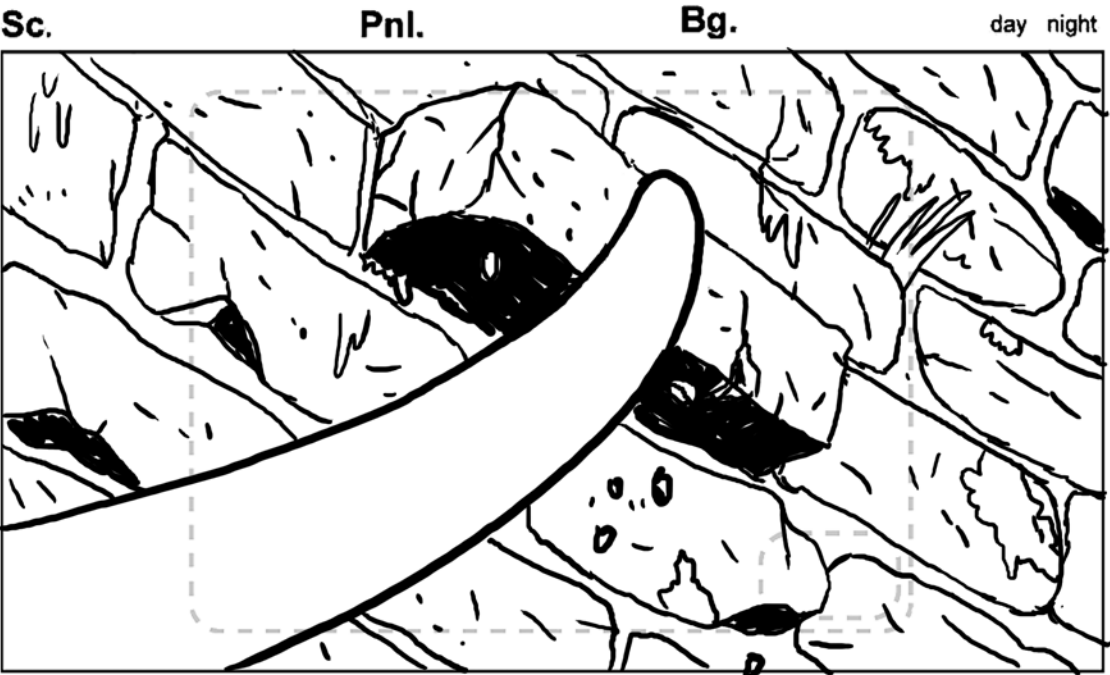
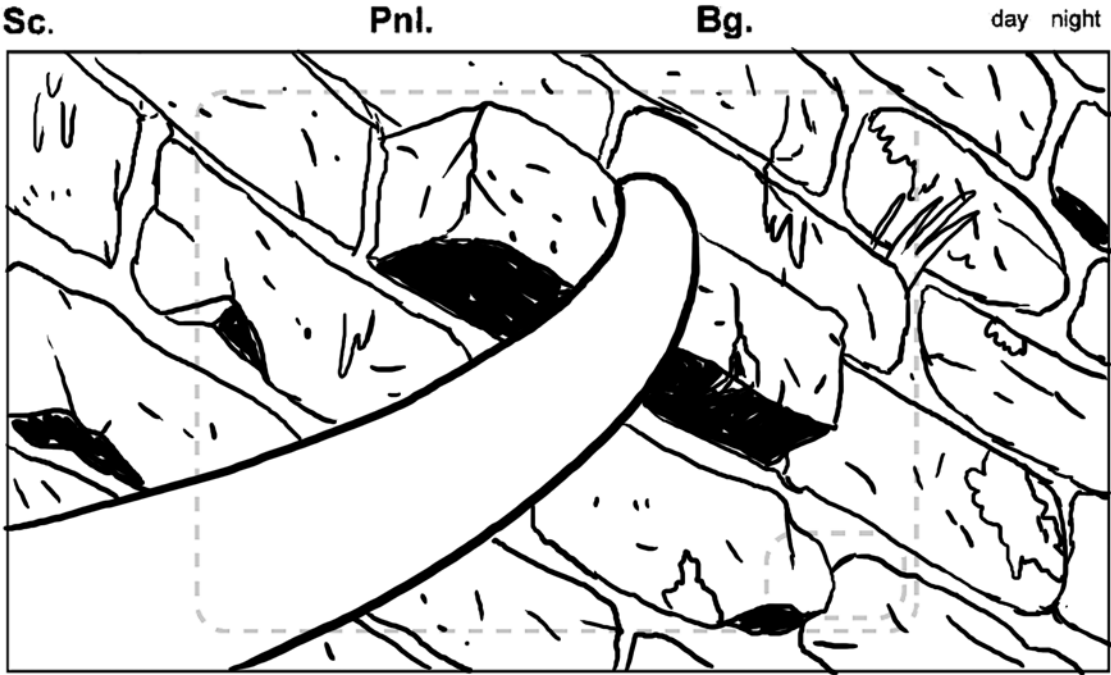
Dialog:	
Action:	TV INCHES DOWN
Timing:	

ADVENTURE TIME



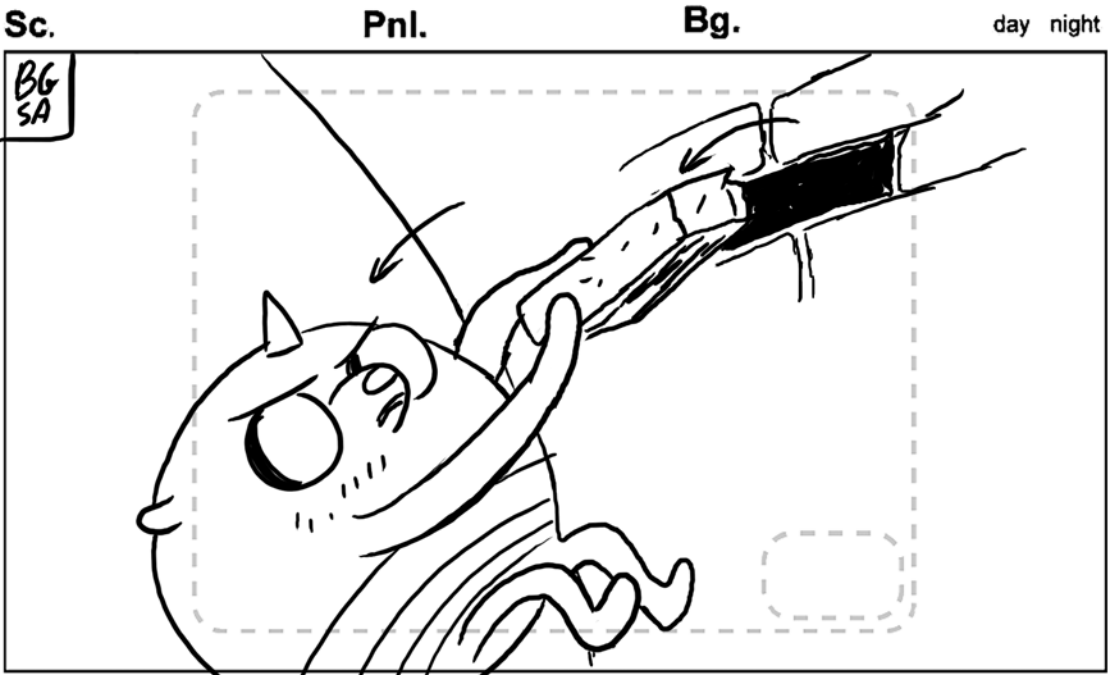
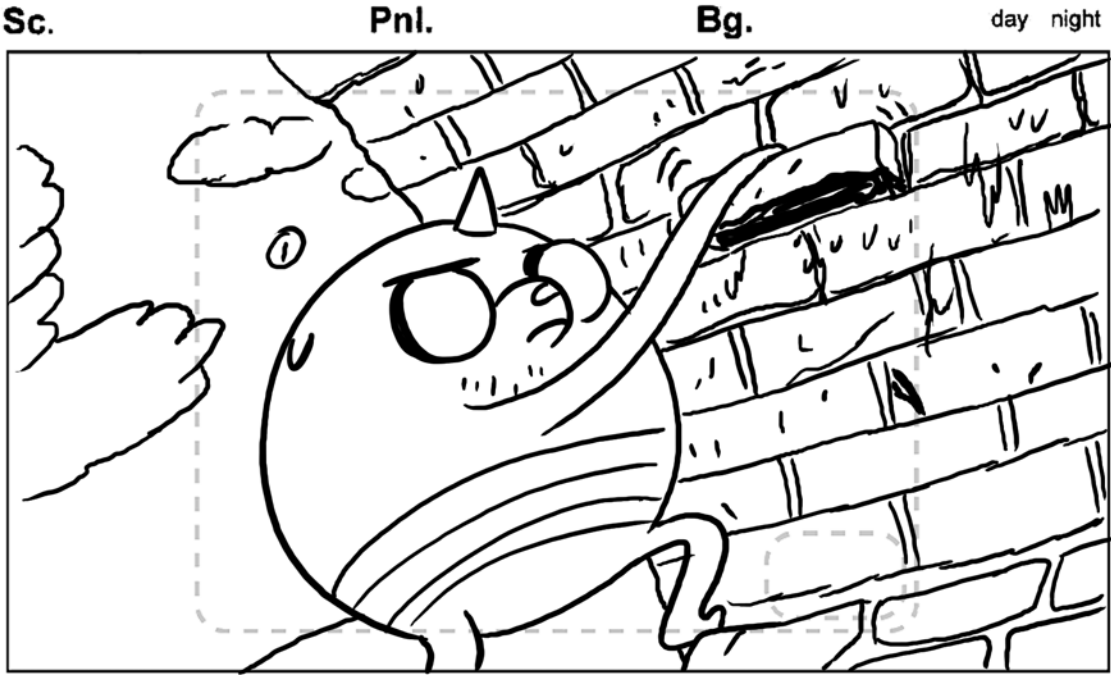
Dialog:	TV/ DELICIOUS CHOCOLATE BRIDGE
Action:	TV REACHES UP/ STANDS ON JUT
Timing:	

ADVENTURE TIME



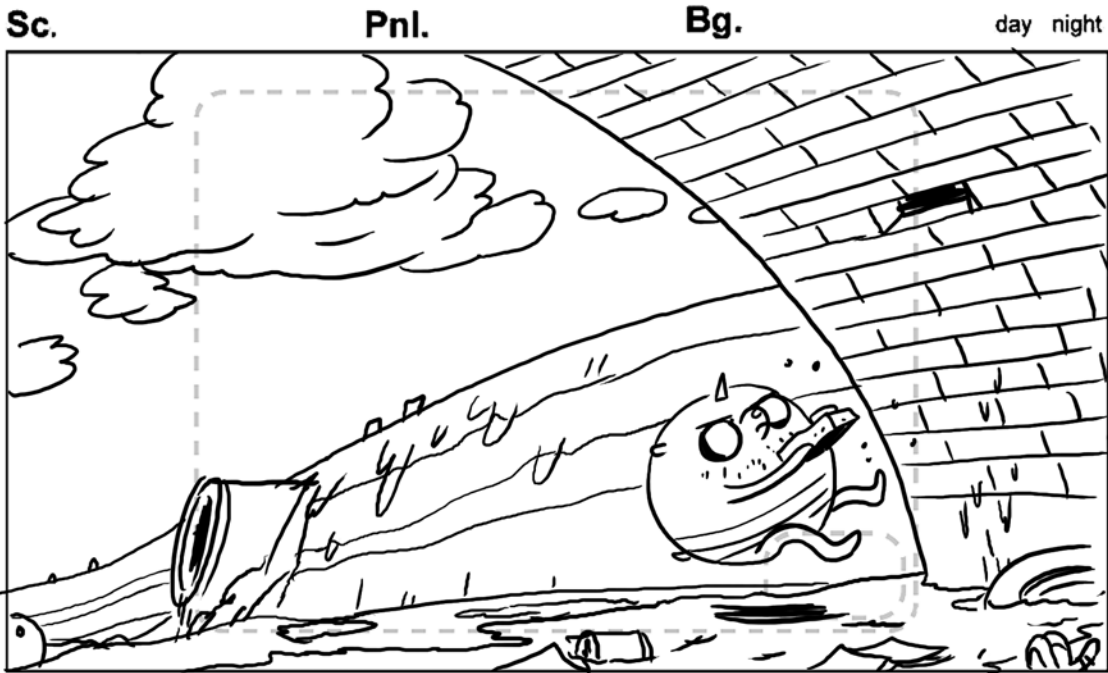
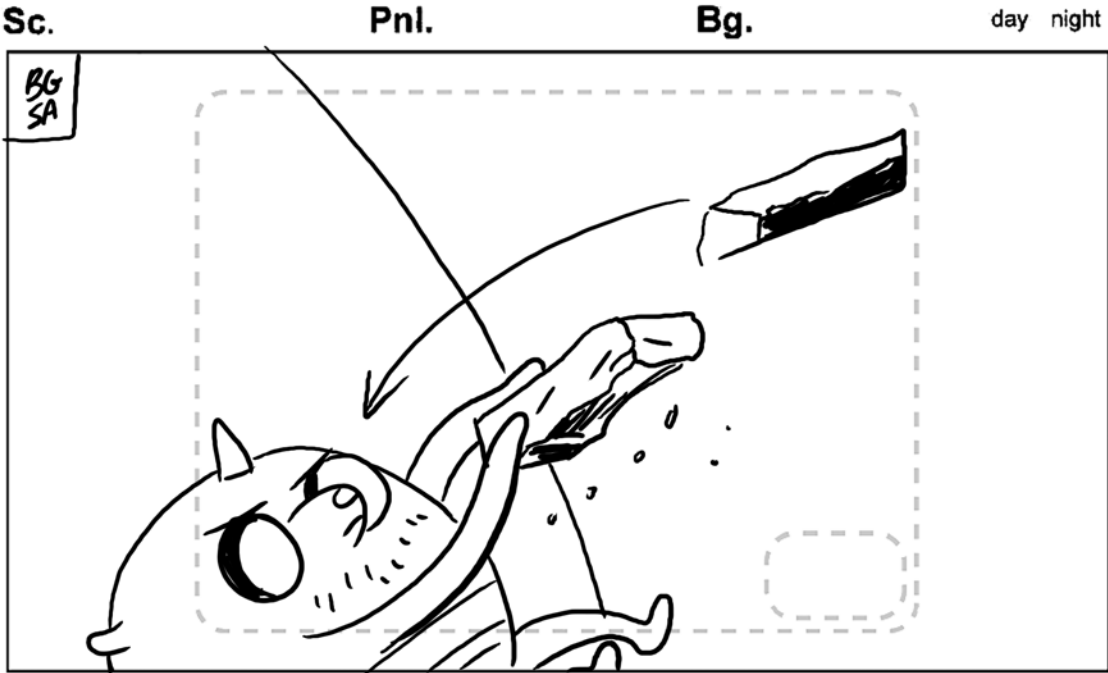
Dialog:	TV (05) / MMPH
Action:	WIGGLES CHOCO-BRICK
Timing:	

ADVENTURE TIME



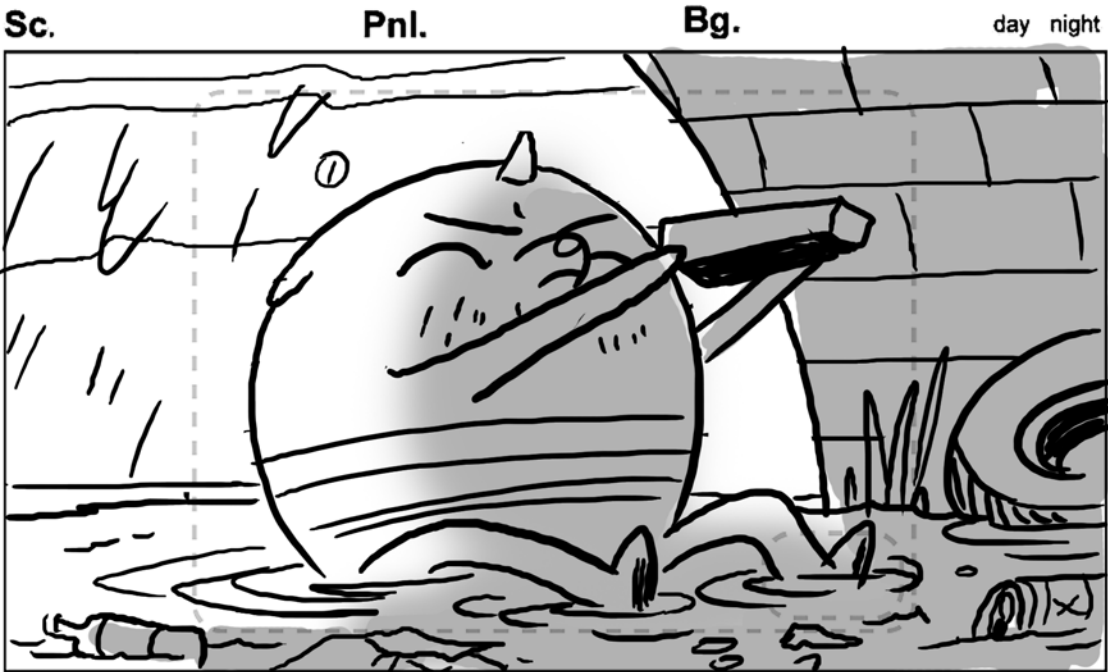
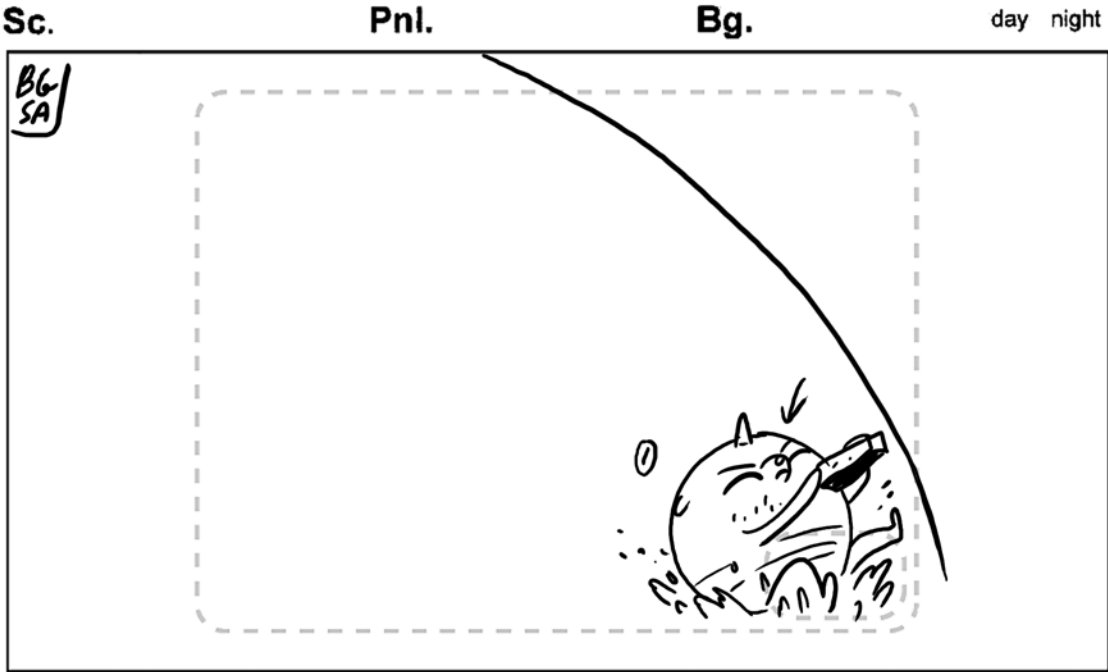
Dialog:	
Action:	
Timing:	FALLS AS BRICK IS FREED

ADVENTURE TIME



Dialog:
Action:
Timing:

ADVENTURE TIME



Dialog:	<i>SFX/SPLASH!</i>		
Action:	<p>- FALLS IN WATER - HOLDS UP BRICK</p>	<p>② OPENS EYES, LOOKS@WATER, CLUTCHES BRICK TO CHEST</p>	
Timing:			

ADVENTURE TIME



Sc. Pnl. Bg. day night

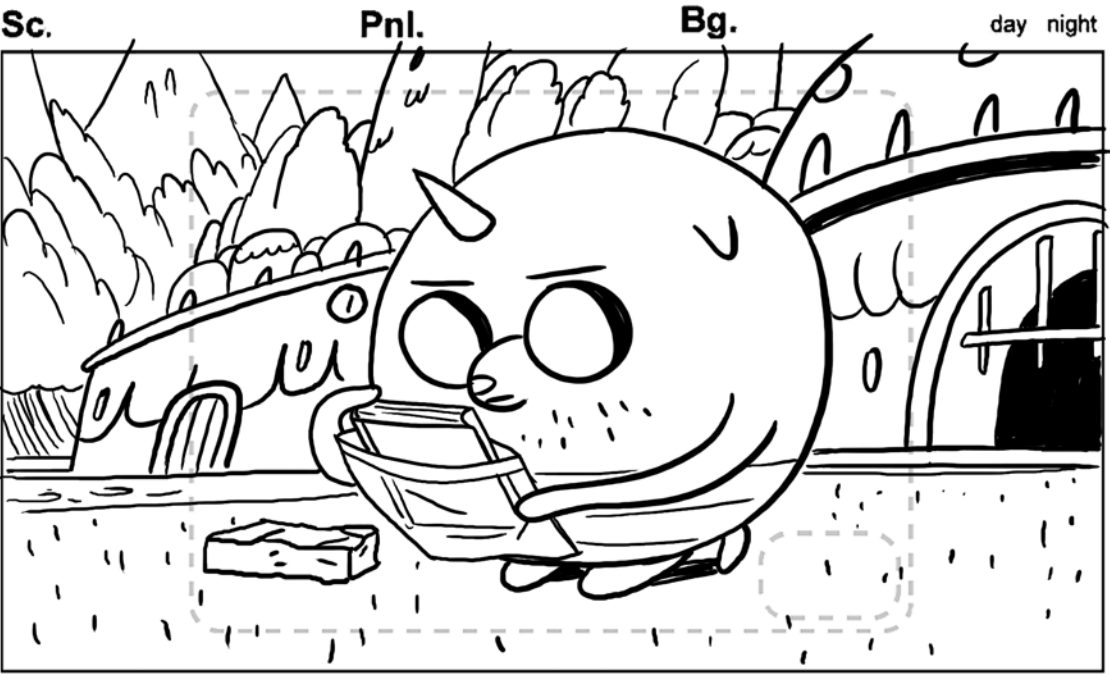
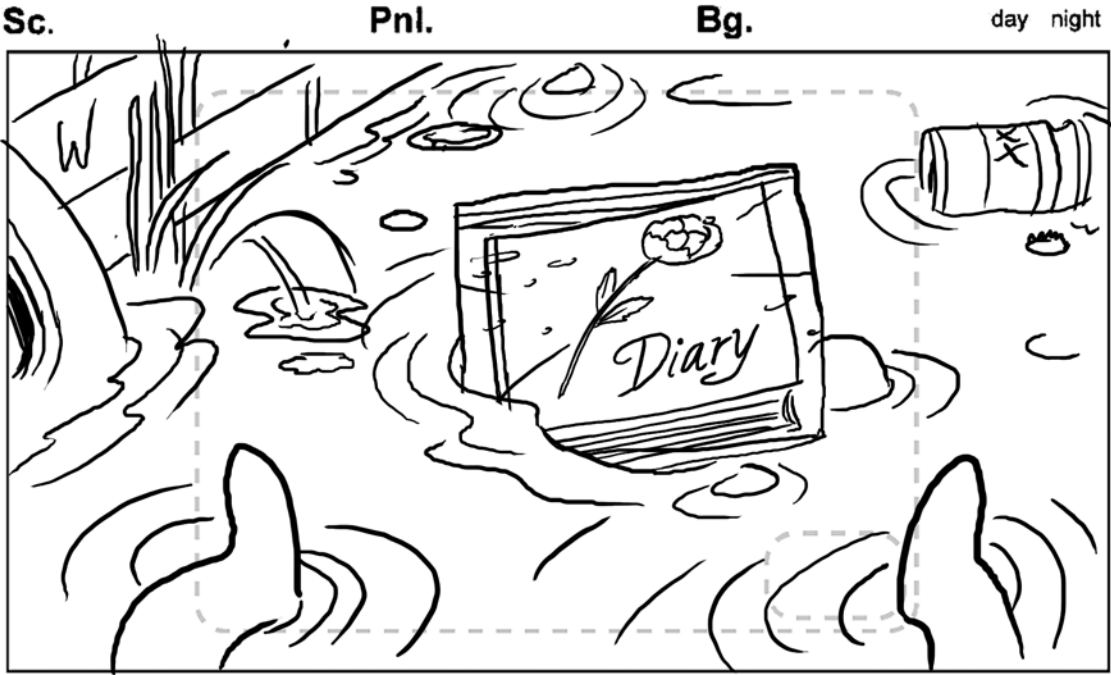
BG SA

Sc. Pnl. Bg. day night

BG SA

Dialog:	TV/ YEECH	TV/ HUH?
Action:	TV LOOKS AT GARBAGE	-LOOKS STRAIGHT AHEAD/DOWN -SLIGHTLY LOWERS BRICK
Timing:		

ADVENTURE TIME

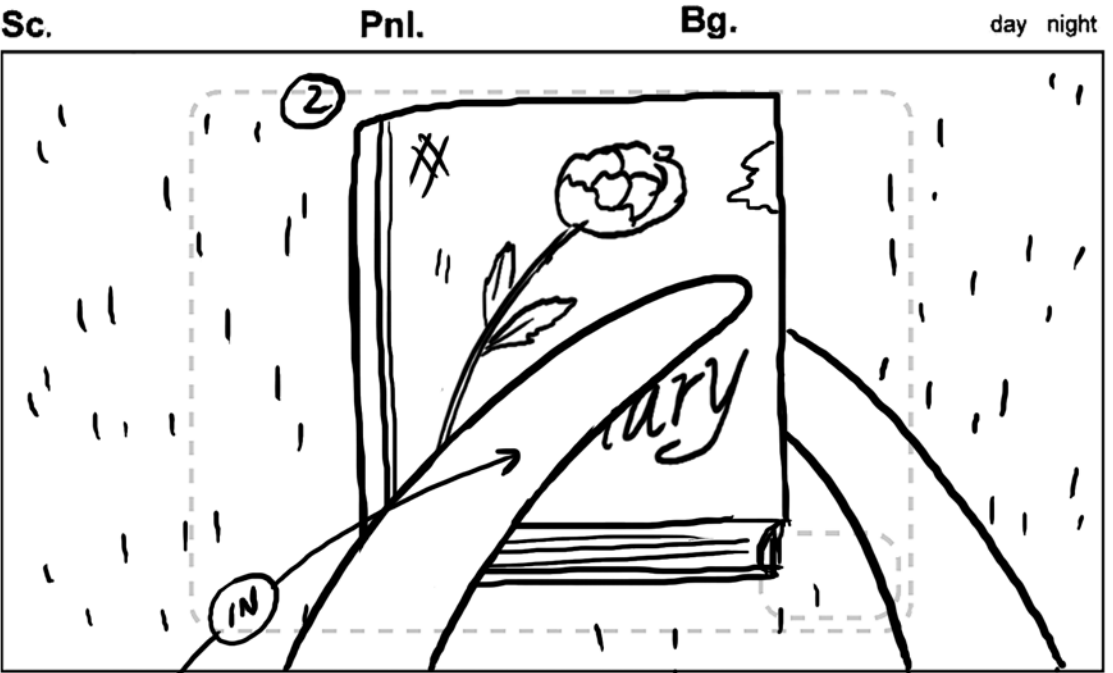
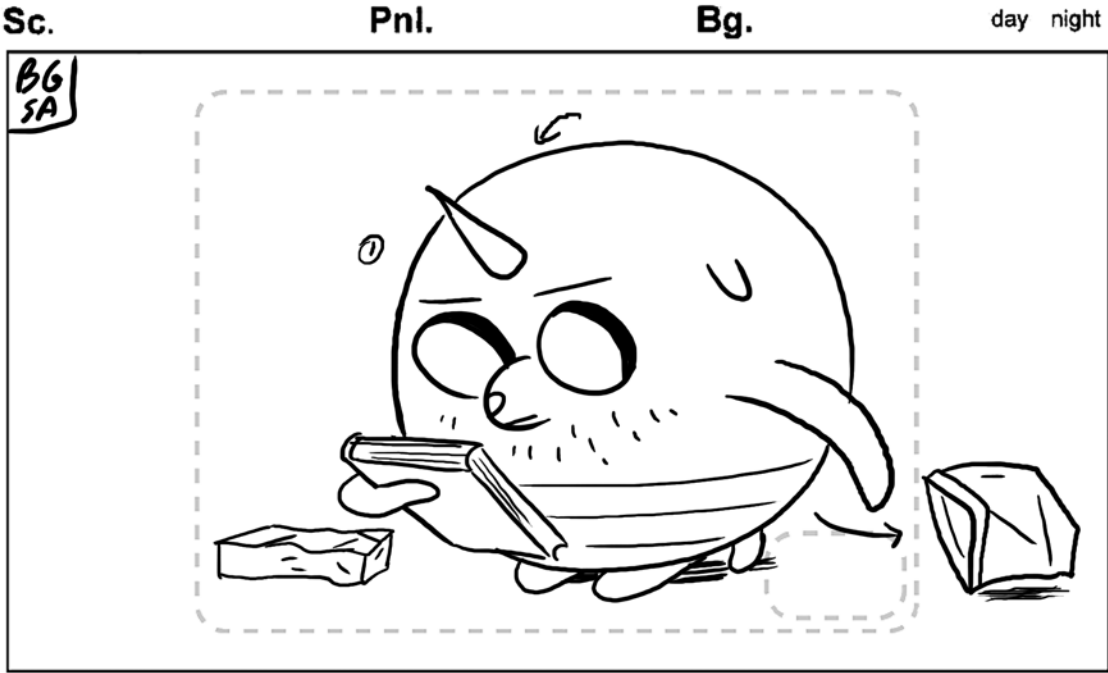


Dialog:	
Action: TV'S POV	REMOVES DIARY FROM BAG
Timing:	



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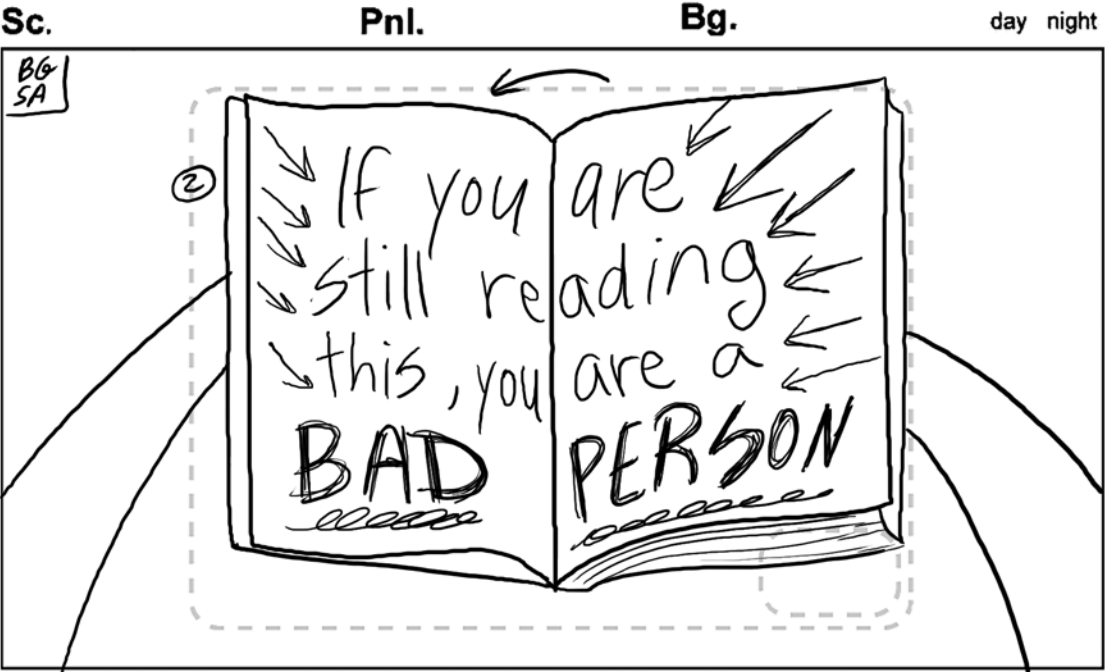
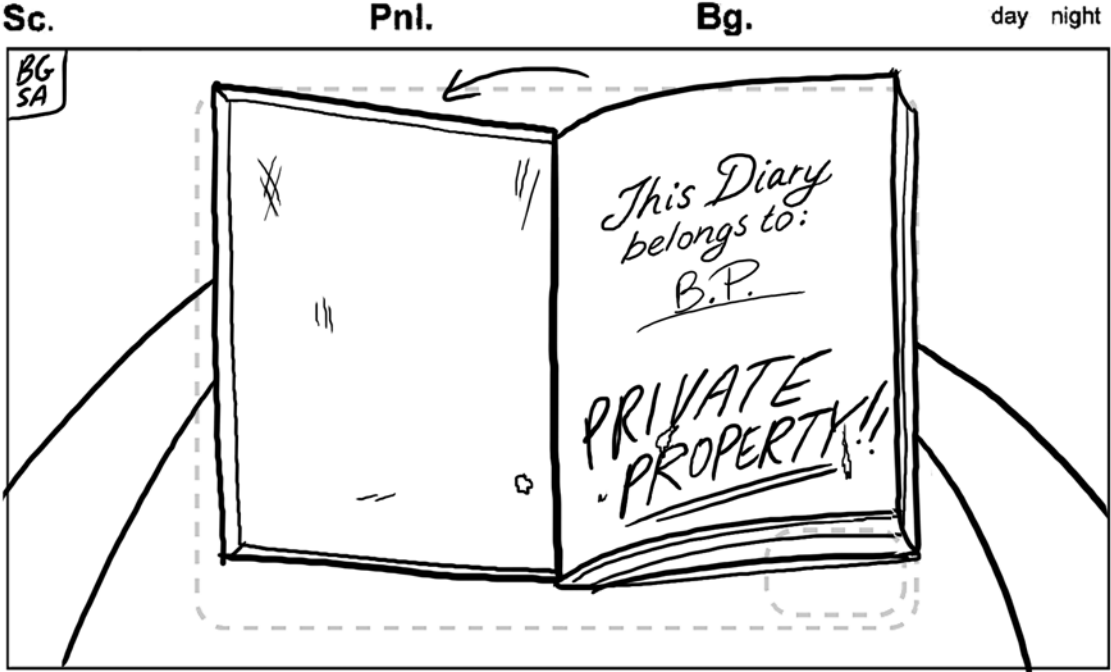
ADVENTURE TIME



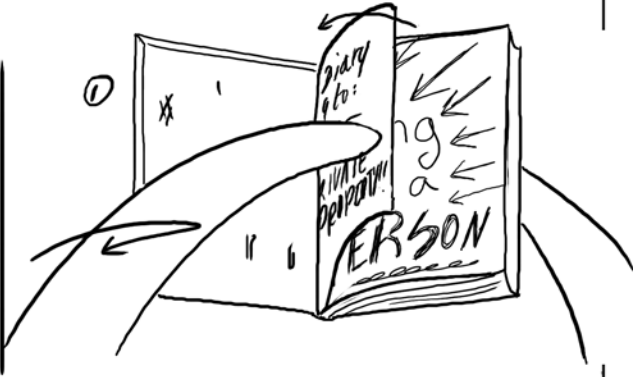
Dialog:	
Action:	TOSSES BAG ON GROUND
Timing:	

Action:	REACHES TO OPEN COVER
Timing:	

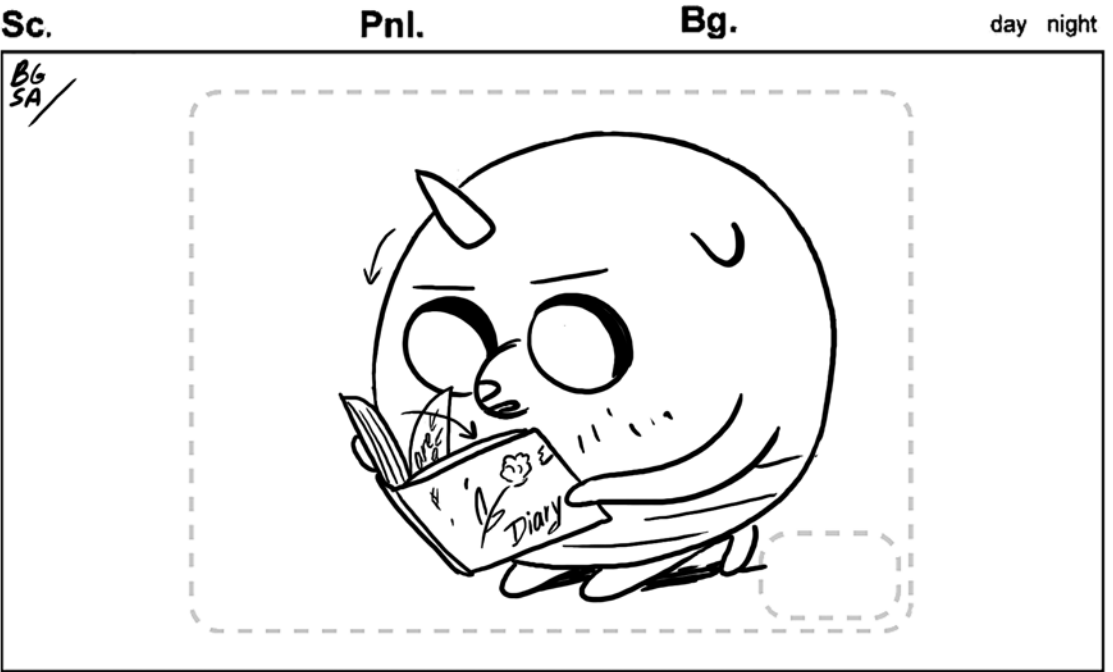
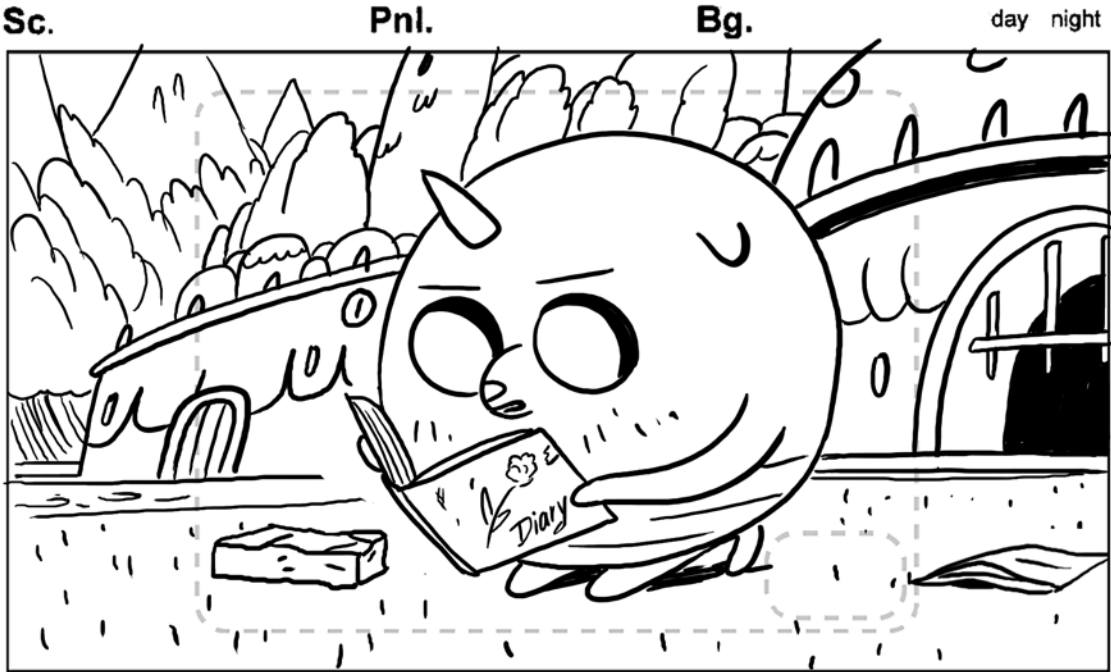
ADVENTURE TIME



Dialog:	TV / "THIS DIARY BELONGS TO B.P. PRIVATE PROPERTY."	TV / ② "IF YOU'RE STILL READING THIS, YOU'RE A <u>BAD PERSON</u> ."
Action:	OPENS DIARY	① FLIPS PAGE
Timing:		



ADVENTURE TIME



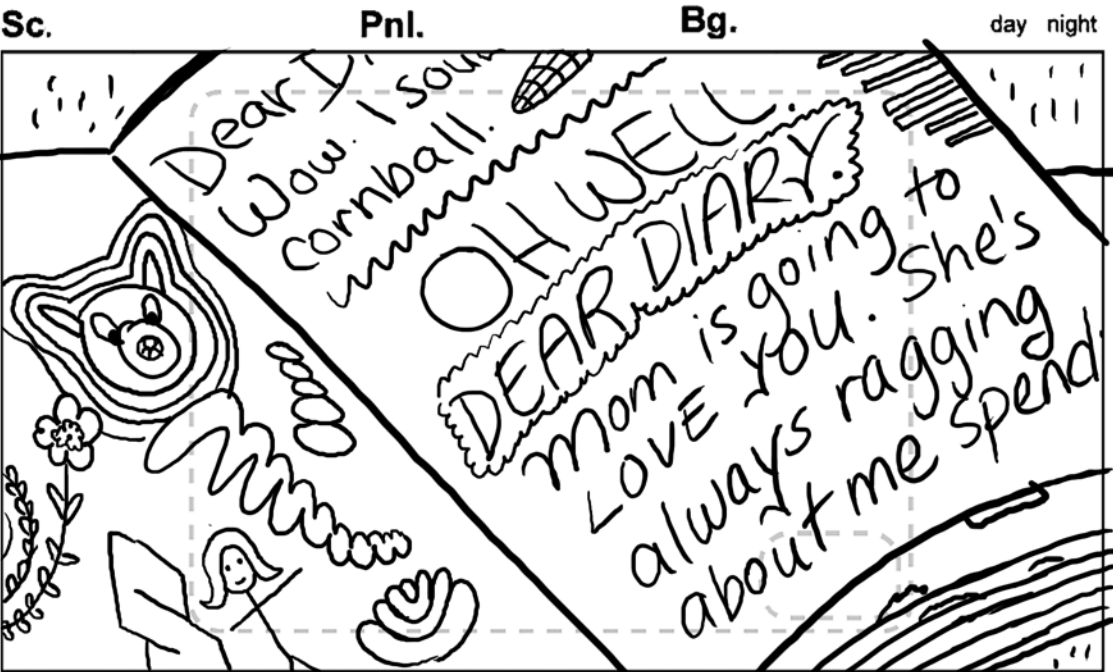
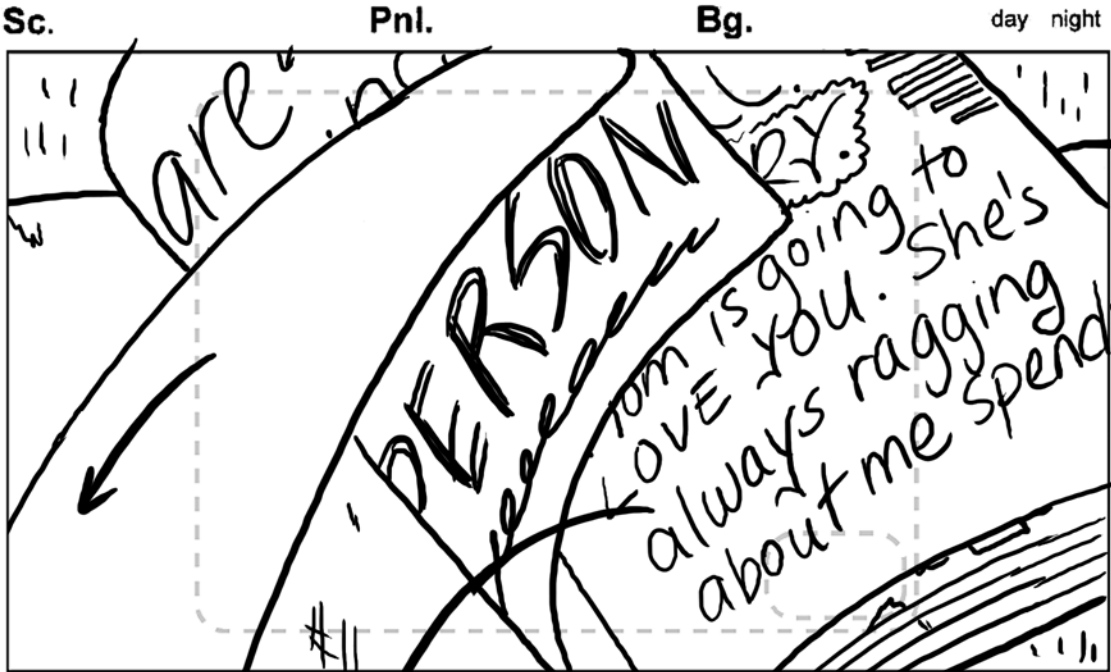
Dialog: TV/ ① VHH... ② STATUE OF LIMITATIONS → TV/ I THINK

Action: ② LOOKS UP, SLIGHTLY LOWERS DIARY

Timing:

TV LOOKS BACK DOWN AT DIARY, FLIPS PAGE

ADVENTURE TIME



Dialog:

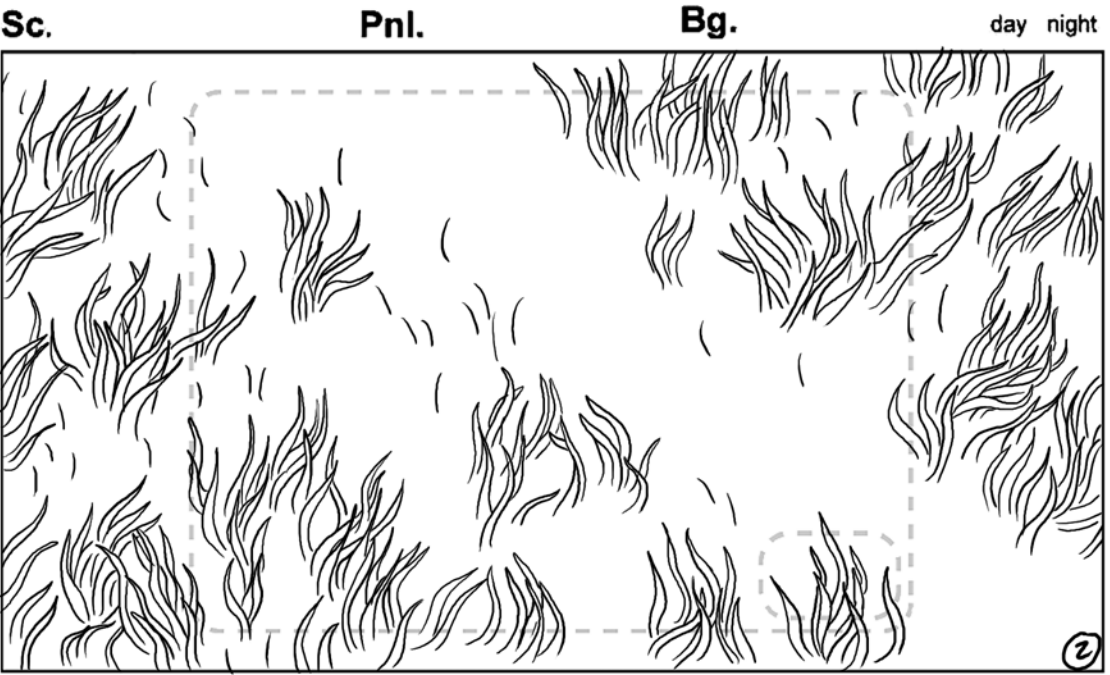
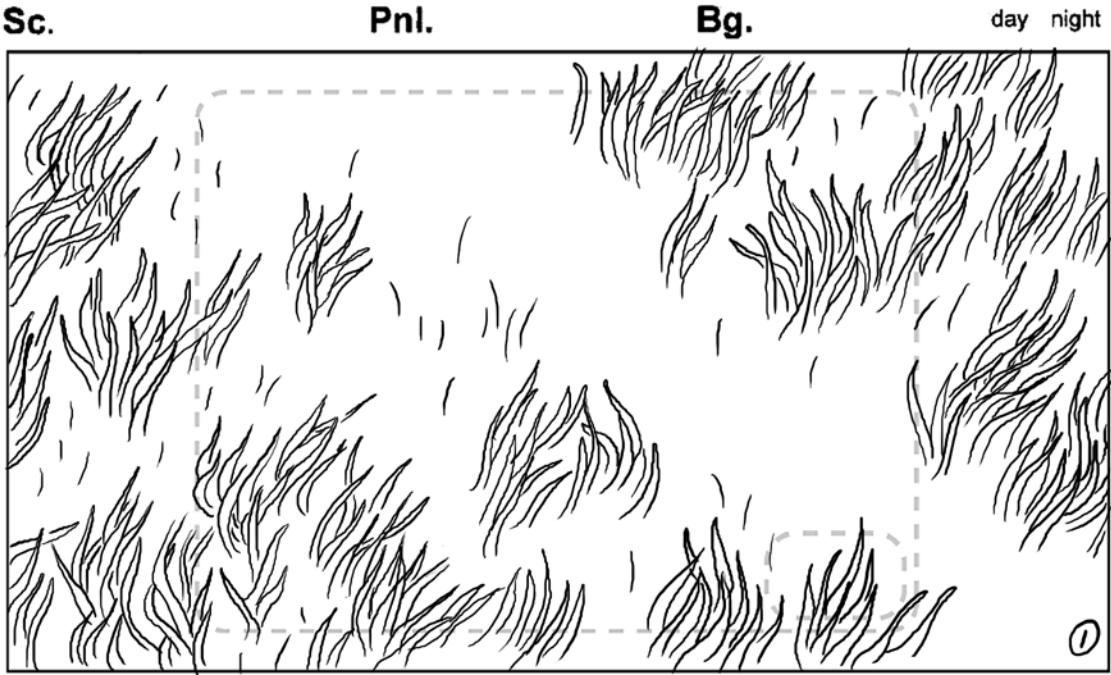
GIRL'S VO / DEAR DIARY. <beat> WOW. I SOUND
(BP) LIKE A REAL CORNBALL.

Sfx / ANIME-ISH ROMANTIC MUSIC

Action: FLIPS PAGE

Timing:

ADVENTURE TIME



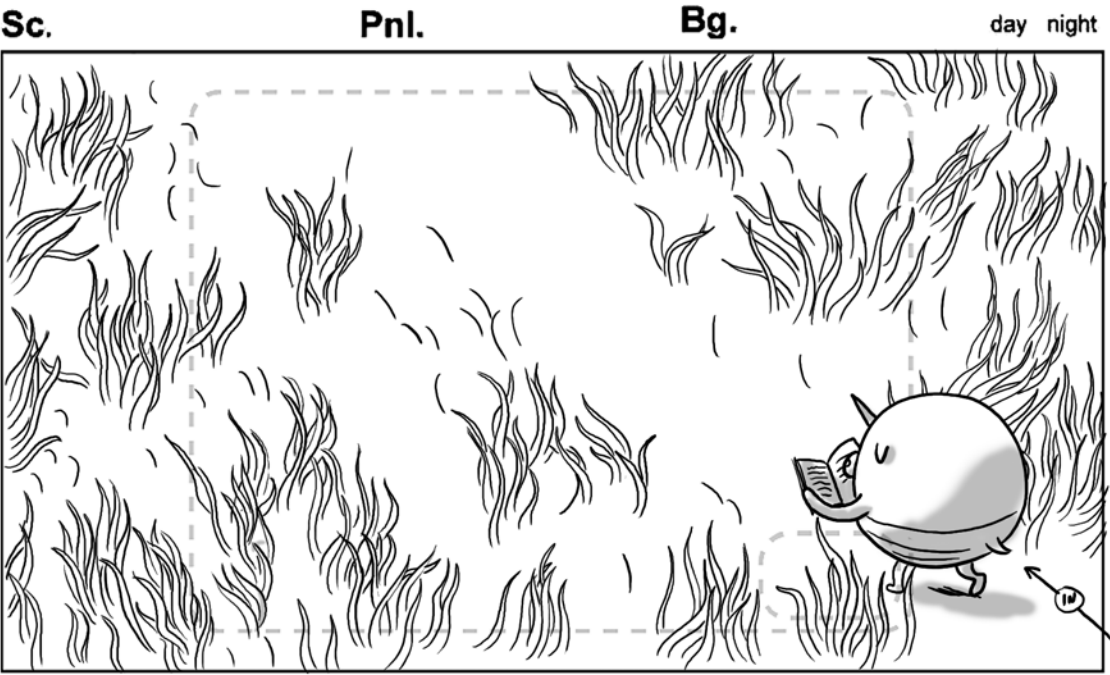
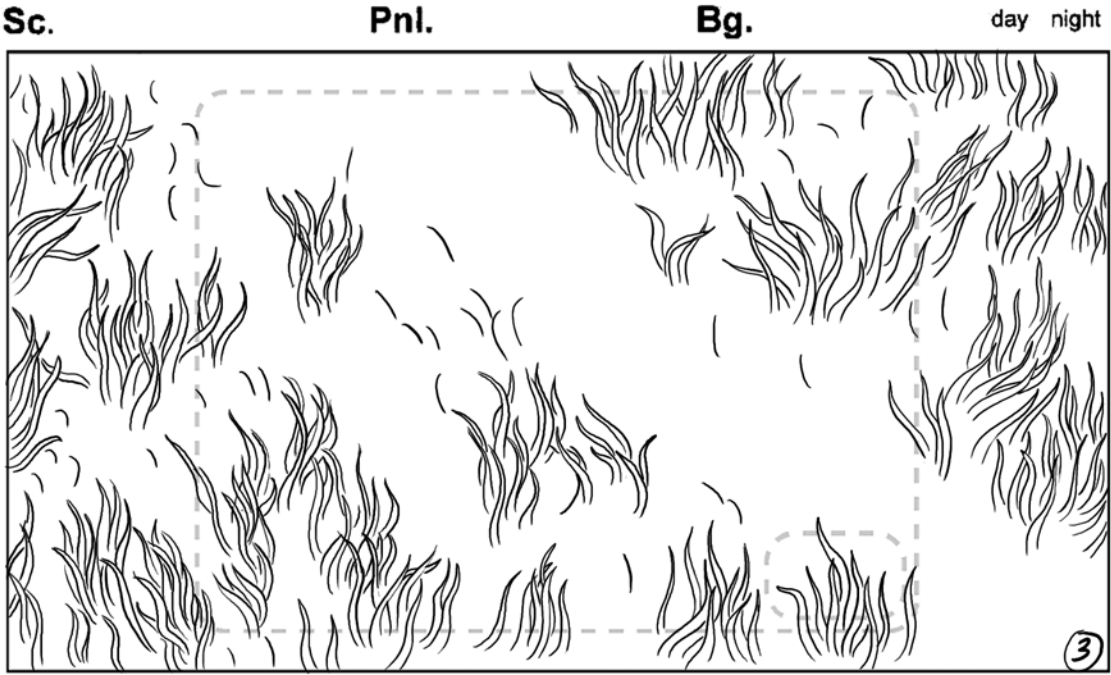
Dialog: *BP / OH WELL.* *DEAR DIARY!*

Action: *ANIME VISUAL EFFECTS (SOFT, GAUZY, SATURATED - SAILORMOON / GHIBLI)*
GENTLE GRASS CYCLE ①②③②

Timing:

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ADVENTURE TIME



Dialog:	→ MOM IS GOING TO <u>LOVE</u> <u>YOU</u> →
Action:	TV ENTERS, WALKING + READING
Timing:	

EPISODE # 1025 - 190
Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

BG SA

Sc. Pnl. Bg. day night

BG SA

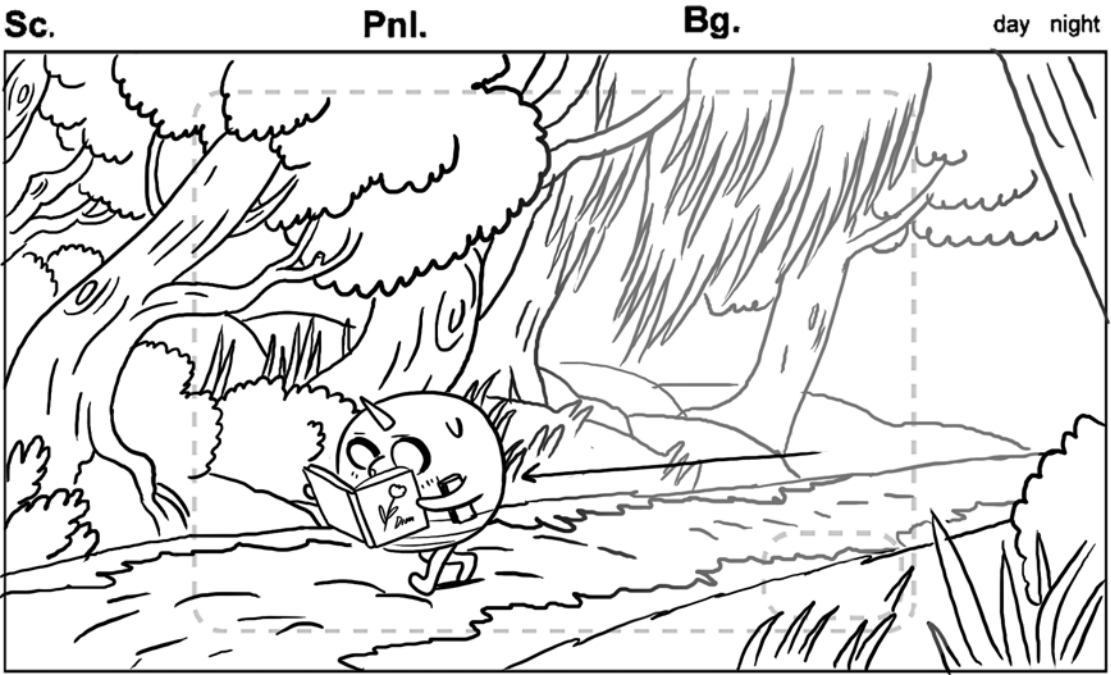
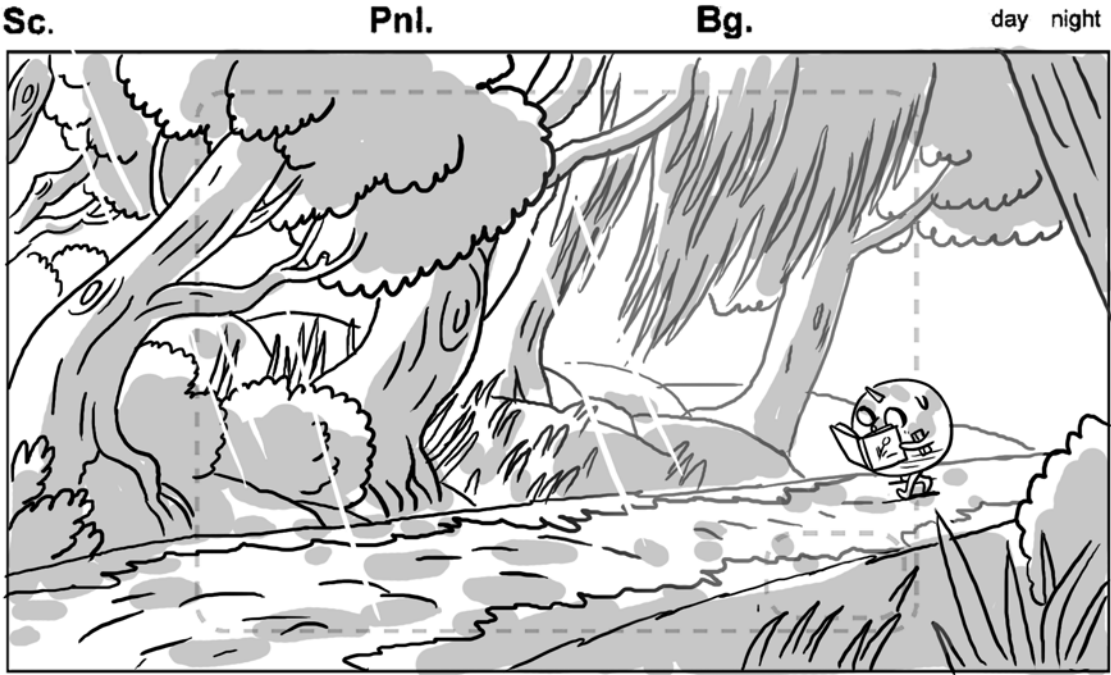
Dialog:

SHE'S ALWAYS RAGGING ABOUT ME SPENDING TOO MUCH TIME WITH MY NOSE IN A BOOKS

Action:

Timing:

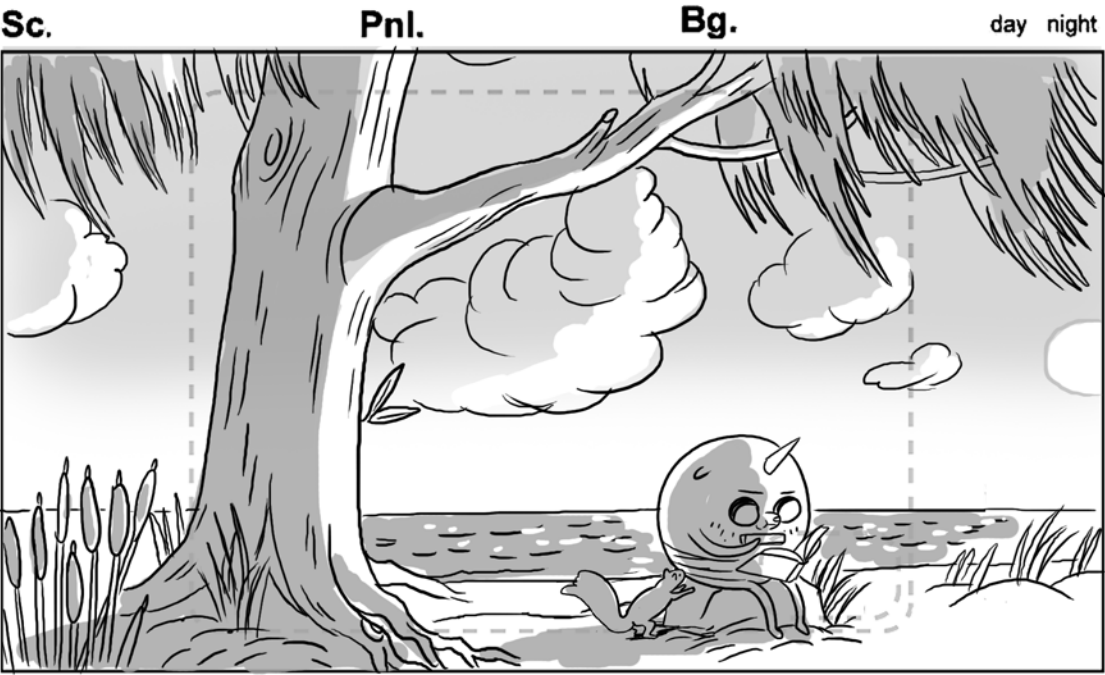
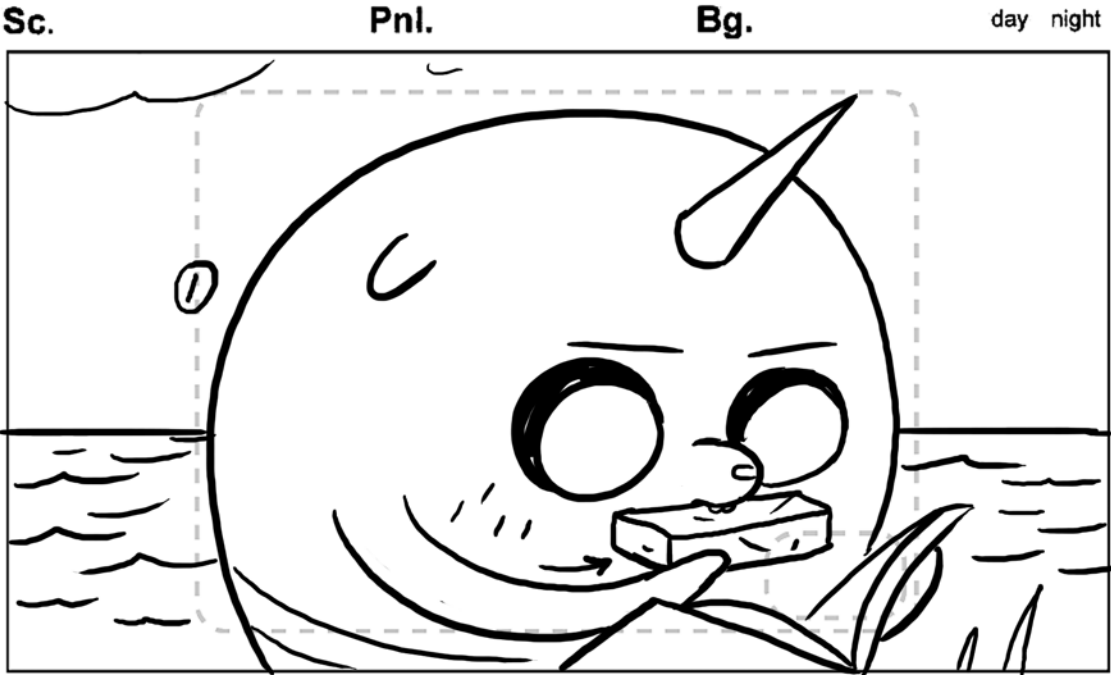
ADVENTURE TIME



Dialog:	→ SHE NEEDS TO CHILL.	→ I WONDER WHAT I'M GONNA WRITE IN YOU	→
Action:			
Timing:			

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ADVENTURE TIME

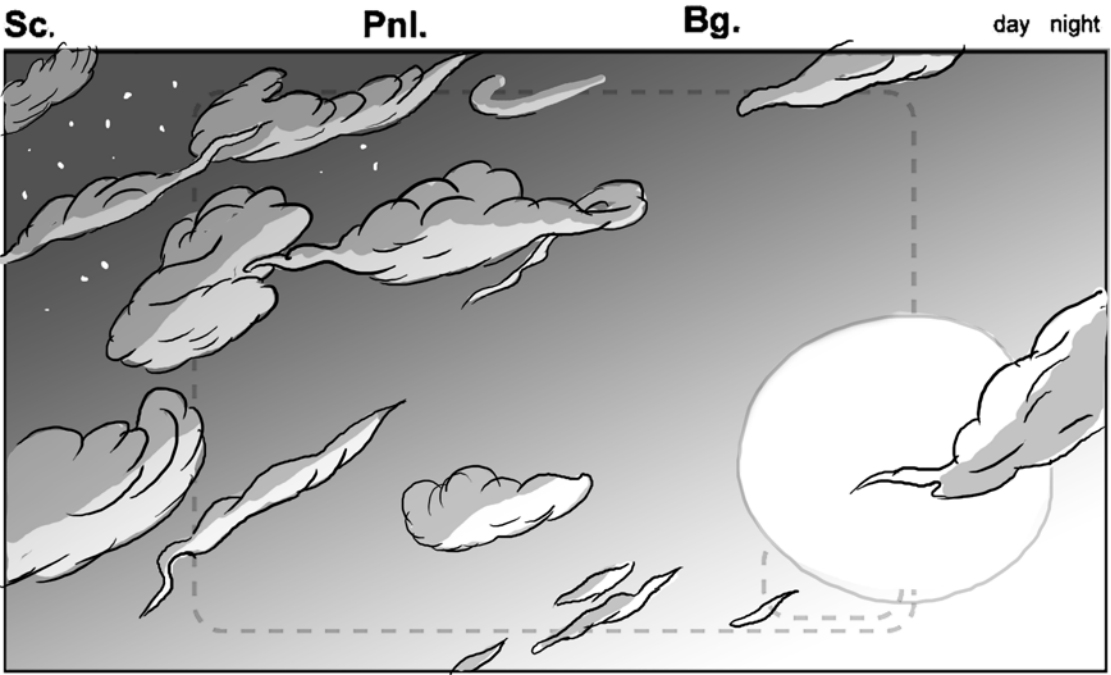
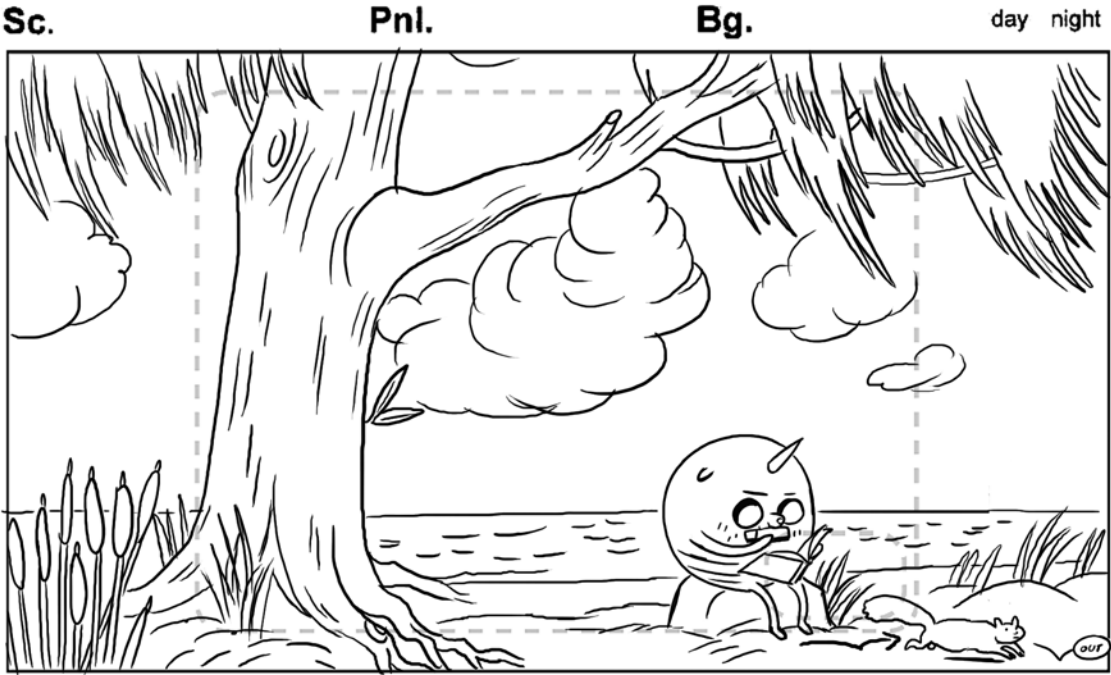


Dialog:	→ HA-HA. LOVE, BP.	BP (VO-OVERLAPPING ECHOES SEE: 'GIRL, INTERRUPTED') / JUST ANOTHER DAY IN TEENAGE PURGATORY →
Action:	TV TAKE BITE FROM BRICK	- WE SEE WHOLE SCENE
Timing:		

EPISODE # 1025 - 190

Production :

ADVENTURE TIME



Dialog:

→ AKA, THE SCHOOL CAF → SLOPPY JOES AGAIN. → ARE THEY TRYING TO KILL US?? →

BOYS I DID NOT TALK TO TODAY: BROWNIEGUY

Action:

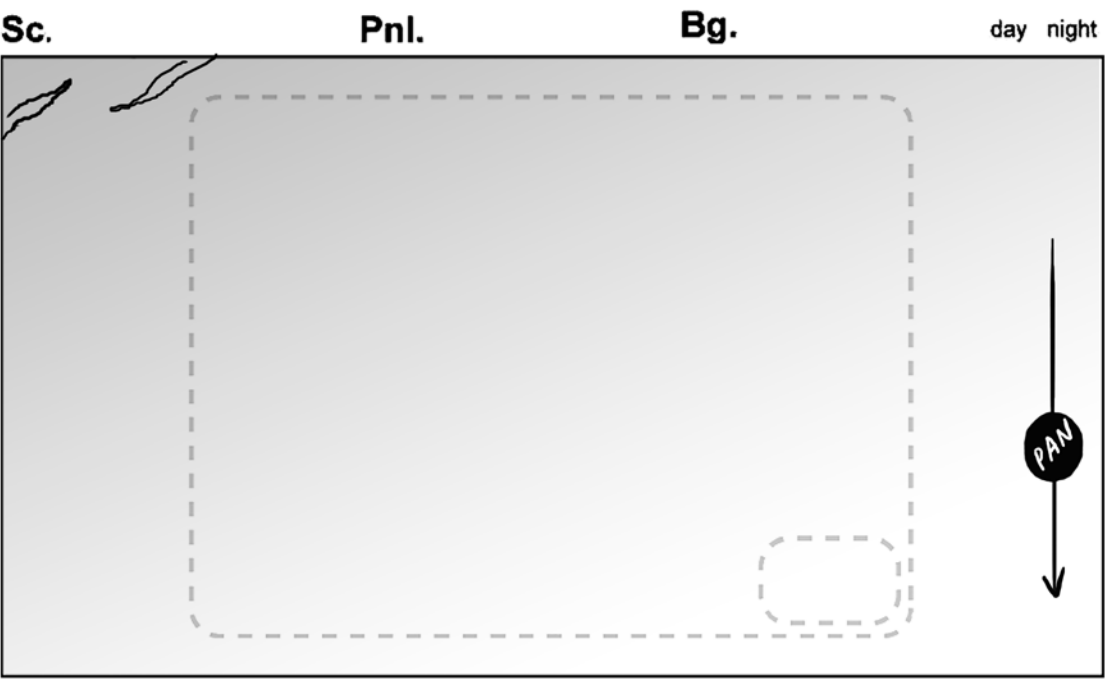
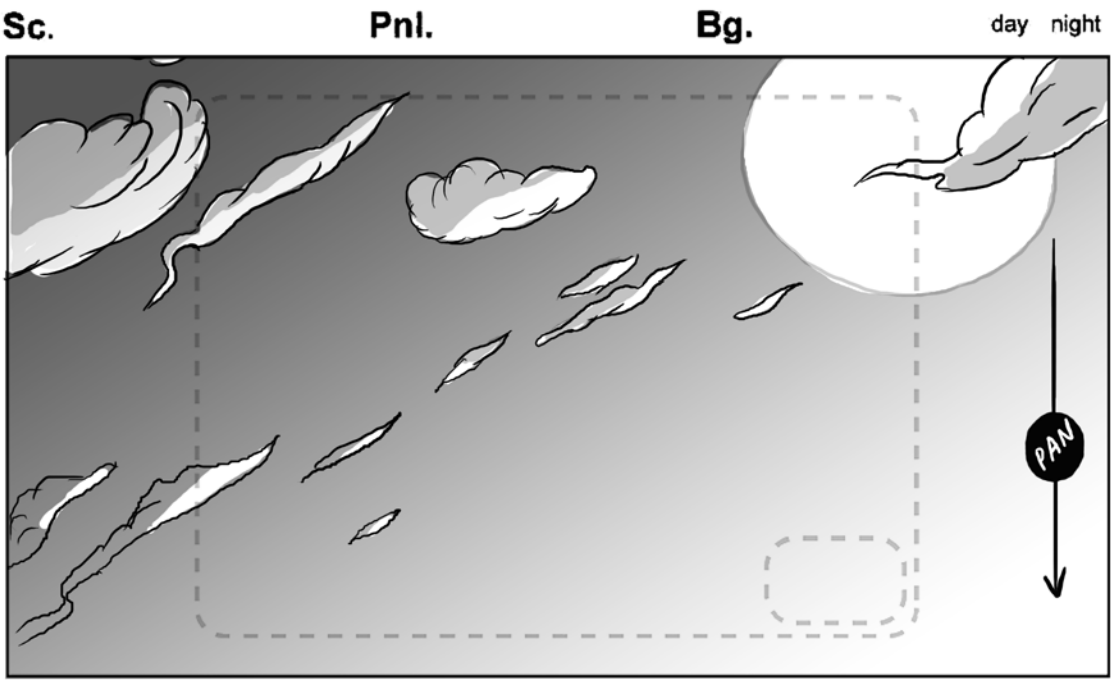
- SQUIRREL RUNS OFF
- TV BITES BAR AGAIN

SUNSET

Timing:

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ADVENTURE TIME



Dialog:	→ STAYED IN AND TRIED TO CUT MY BANGS →	MOM SAYS IT LOOKS LIKE I GOT IN A FIGHT WITH A SNAPPING TURTLE.
	→ RUFFLES →	BRYAN → PENNYCANDY GUY
Action:	PAN DOWN STARTS →	
Timing:		

EPISODE # 1025 - 190
Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

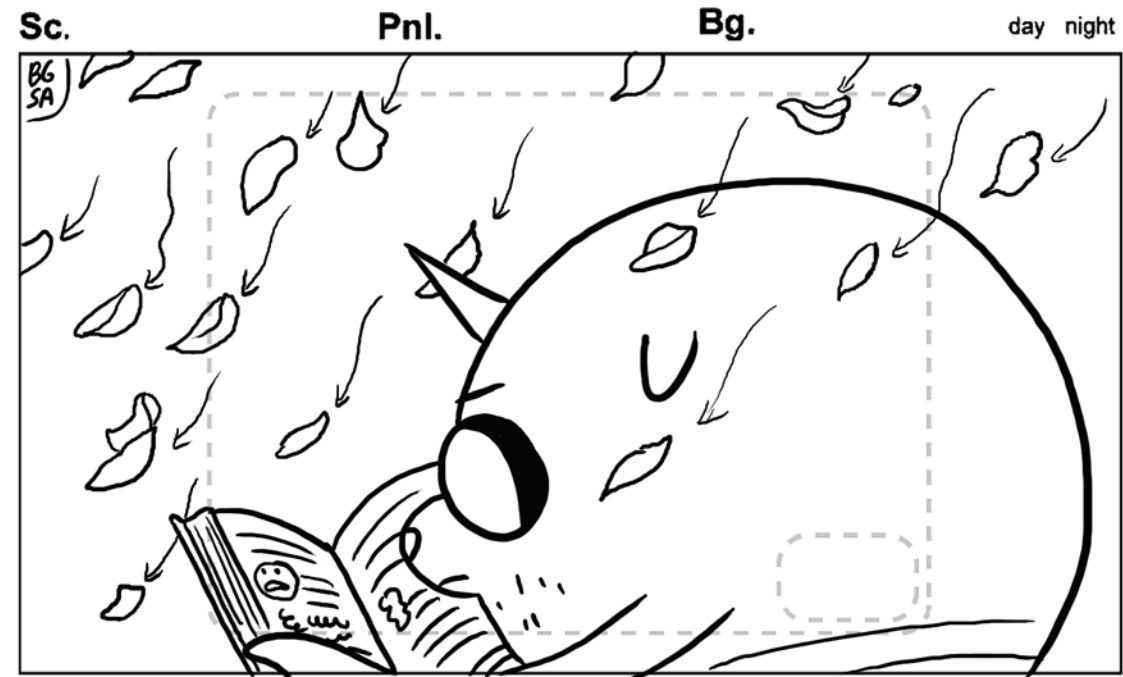
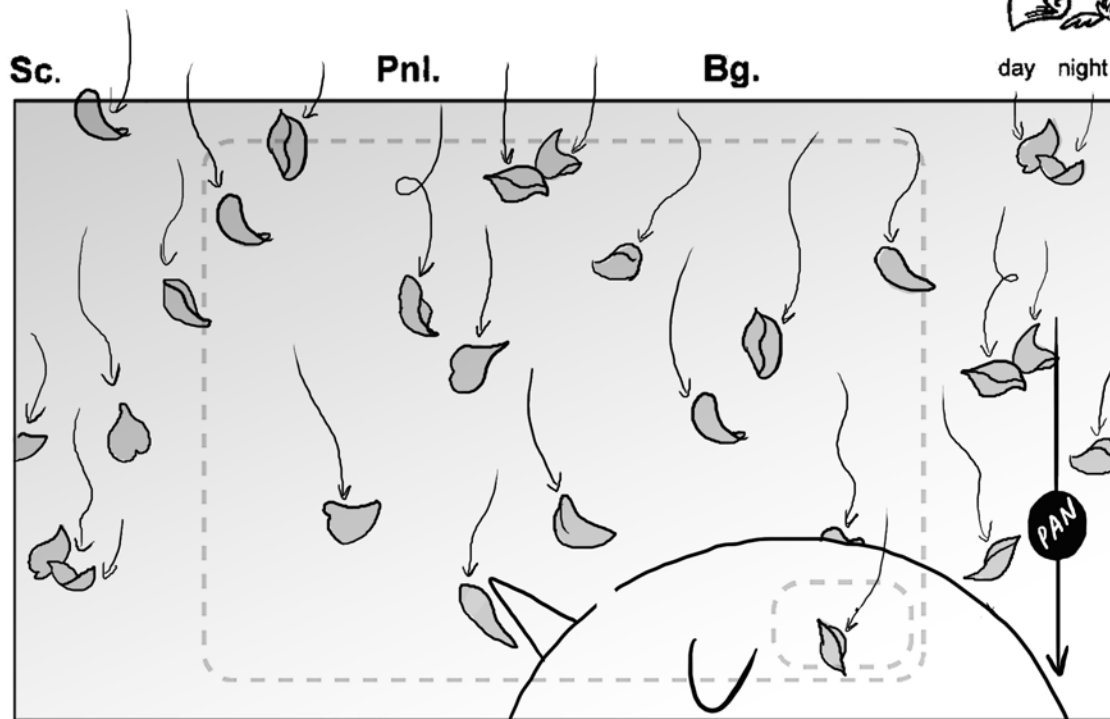
BP (VO) / MR. JORGENSEN ASKED ME WHAT I'M GOING TO DO WITH MY LIFE → I ASKED HIM WHAT HE PLANS TO DO WITH HIS

Action:

ROSE PETALS FADE IN, FALLING

Timing:

ADVENTURE TIME



Dialog:

BP / TAFFI + MOCHI ARE THE
(VI) / COOLEST GIRLS AT SCHOOL
OR PROBABLY THE WHOLE WORLD

→ WHEN I THINK ABOUT THEM.
MY SKIN FEELS SPARKLY

Action:

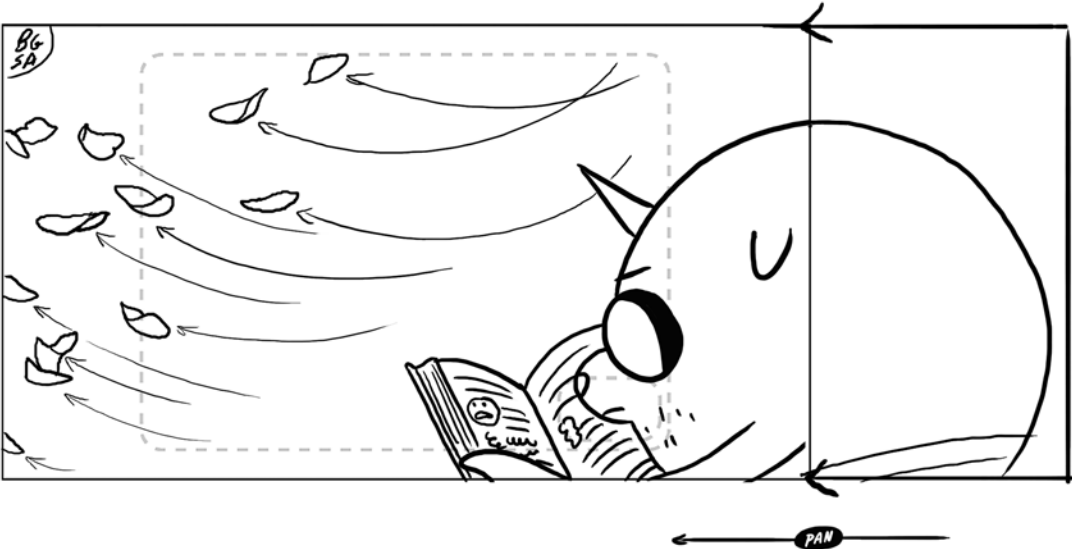
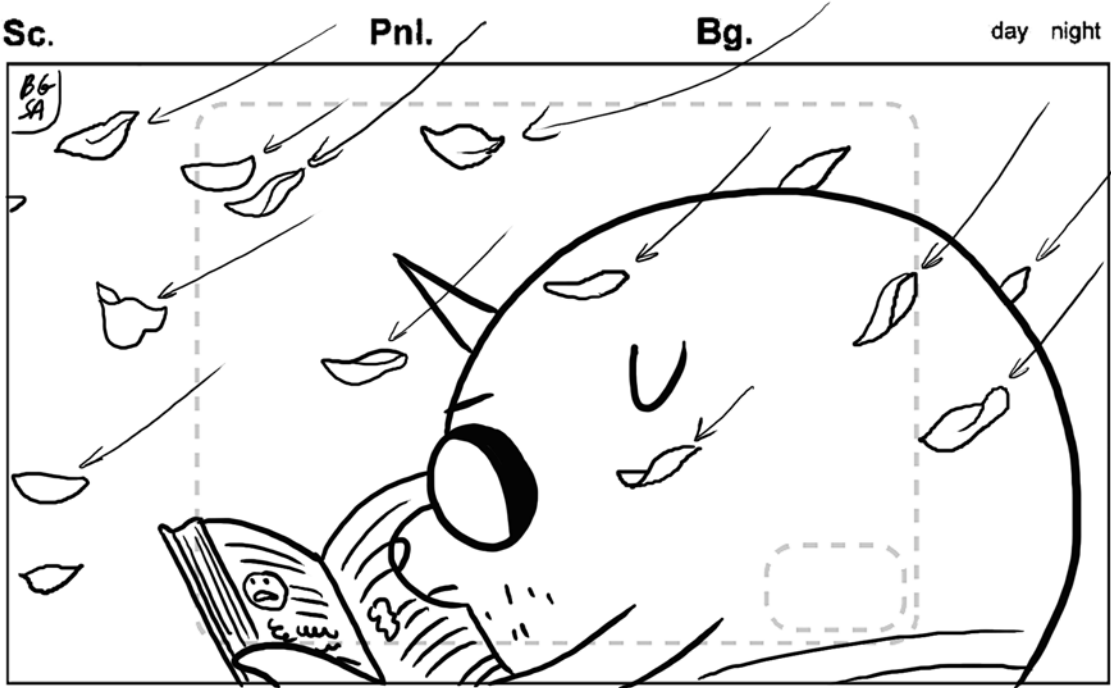
PAN REVEALS TV

- PAN ENDS ON TV READING
- PETALS START BLOWING TO LEFT

Timing:

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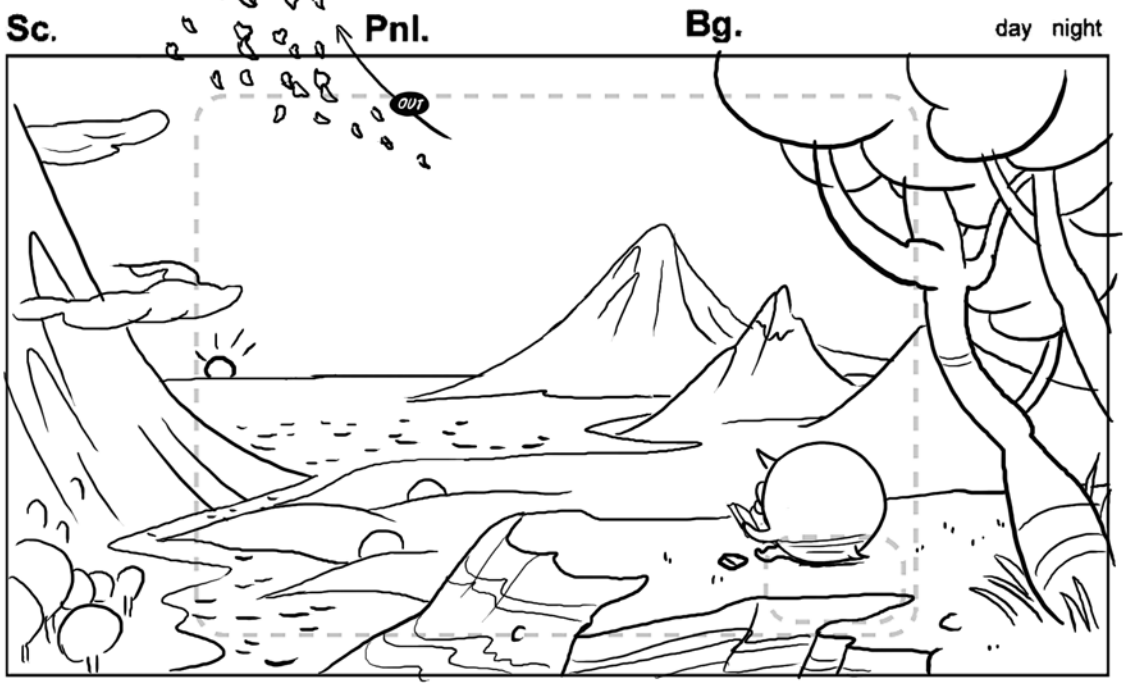
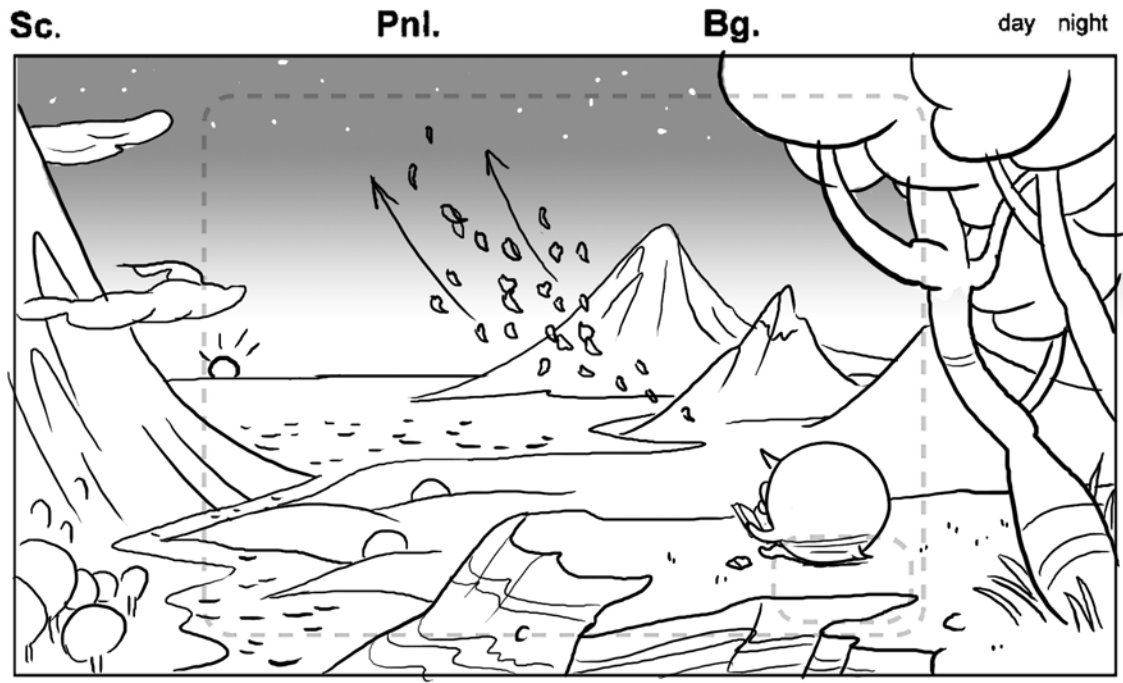
ADVENTURE TIME



Dialog:	→ THEY DON'T EVEN KNOW I EXIST	→ WHY WOULD THEY?	→
Action:	PETALS BLOW FASTER/MORE AGGRESSIVELY		
Timing:			

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ADVENTURE TIME



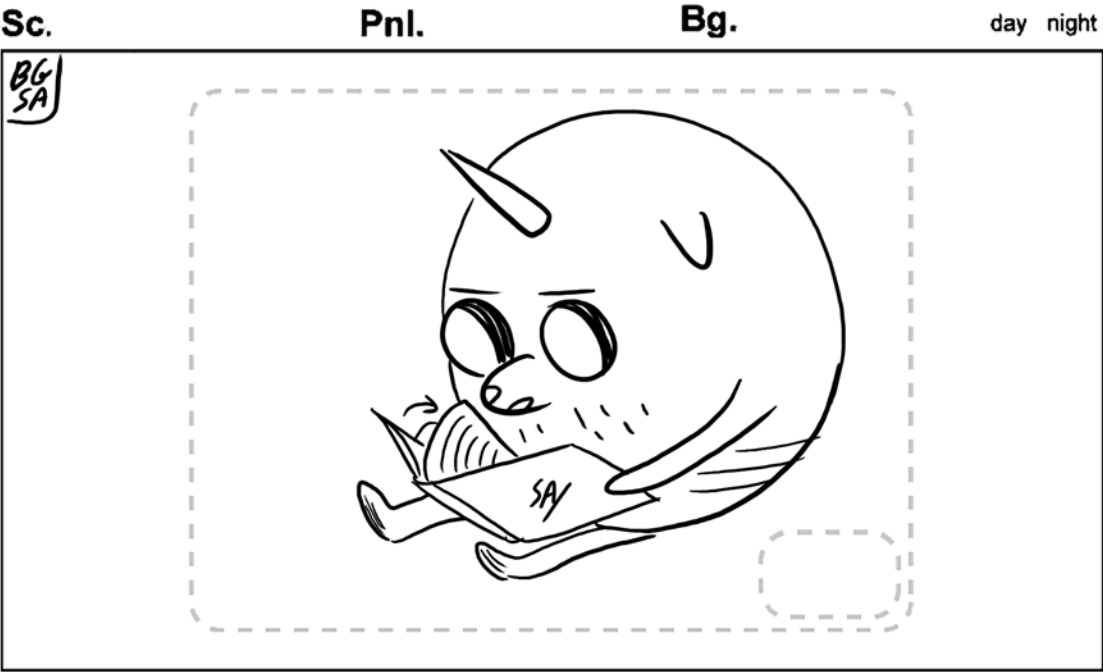
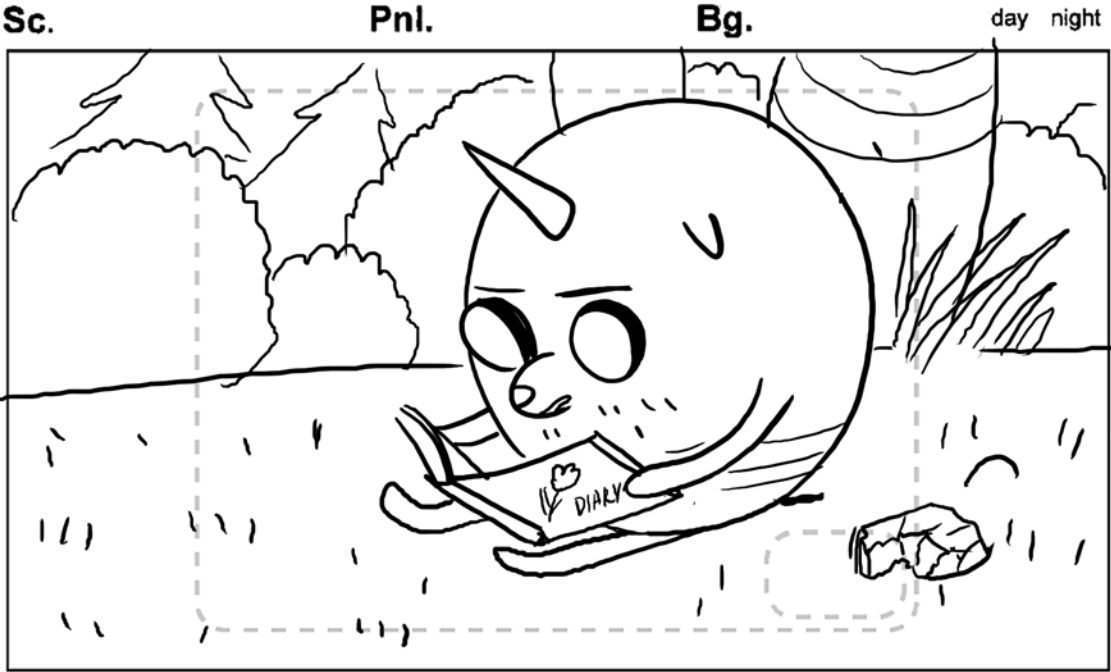
Dialog:	<p>→ I'M A NOBODY. LESS THAN NOBODY.</p> <p>I'M A PIMPLE ON THE BUTT OF -</p>
Action:	<p>PETALS FLY AWAY</p> <p>PETALS EXIT</p>
Timing:	

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ADVENTURE TIME



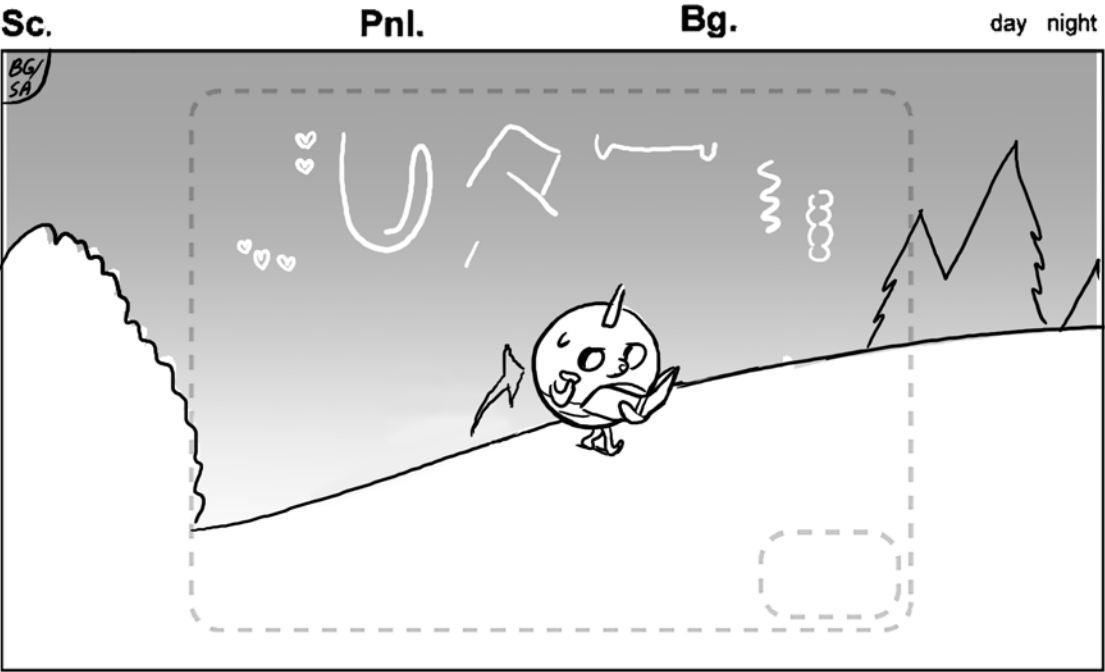
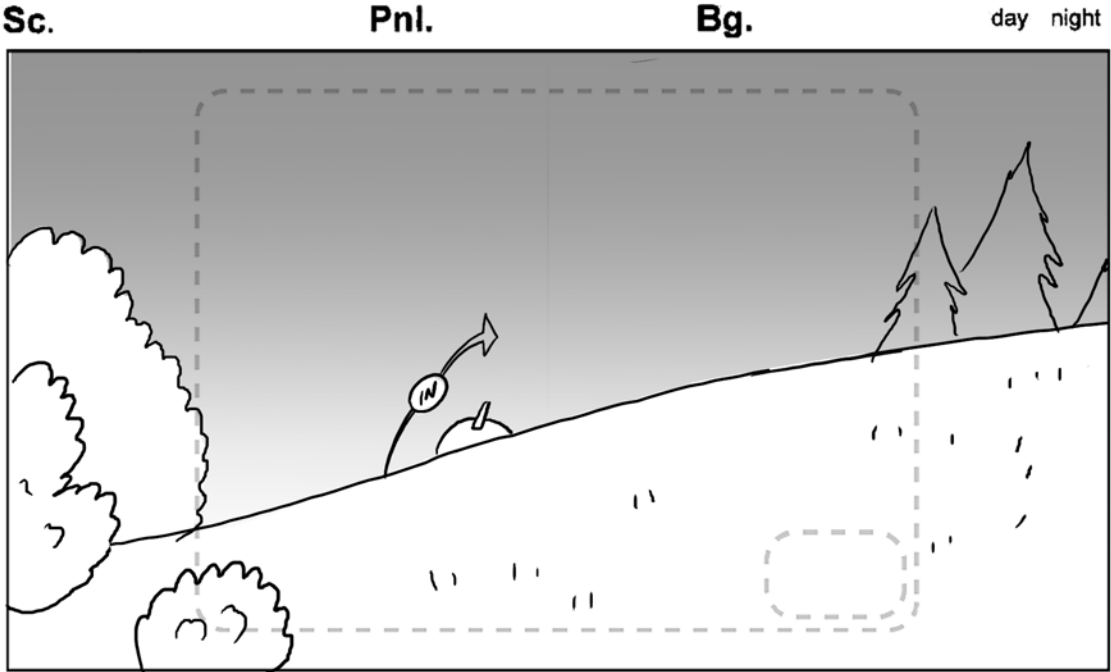
Page **46**



Dialog:	TV/ GEEZ, BP. —————> PRONE TO DRAMATICS, MUCH?
Action:	(CHOCOLATE BRICK = GNAWED-ON LUMP) FLIPS PAGE
Timing:	

EPISODE # 1025 - 190
Production :

ADVENTURE TIME



Dialog:	
BP (VO)	WELL, DIARY, THE FLAME KINGDOM HAS OFFICIALLY FROZEN OVER → CUZ JUSTIN ROCKCANDY ASKED ME TO THE SEMI-FORMAL!!
Action:	TV CRESTS HILL HOLDING BRICK 'JUSTIN' BEGINS TO SPELL OUT IN DOODLES
Timing:	

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ADVENTURE TIME



Sc. Pnl. Bg. day night

BG
SA

Sc. Pnl. Bg. day night

BG
SA

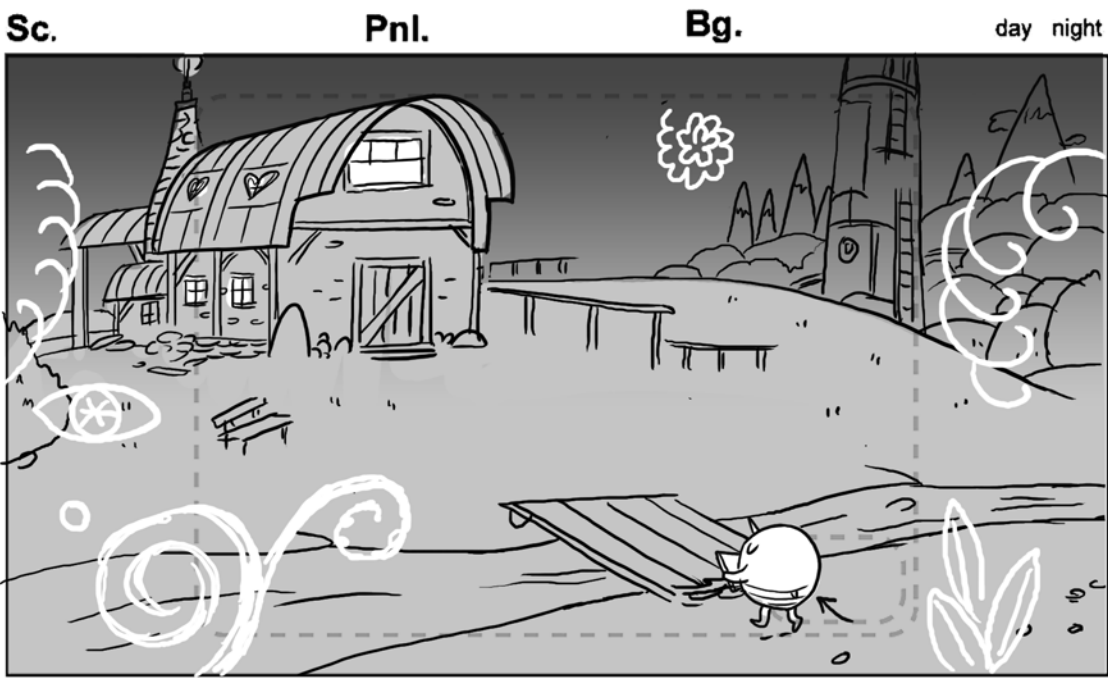
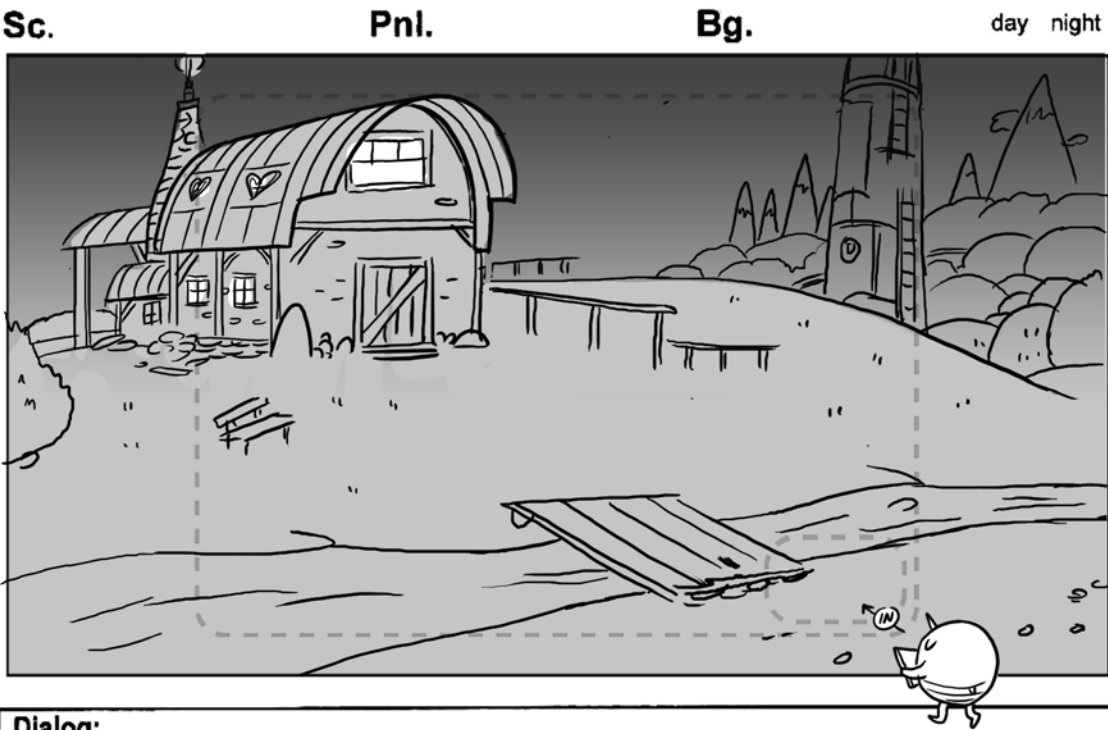
Dialog: TV/ OH MY GLOB.

Action: 'JUSTIN' DOODLED FURTHER → 'JUSTIN' COMPLETES
TV EATS BRICK AS HE EXITS

Timing:

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ADVENTURE TIME

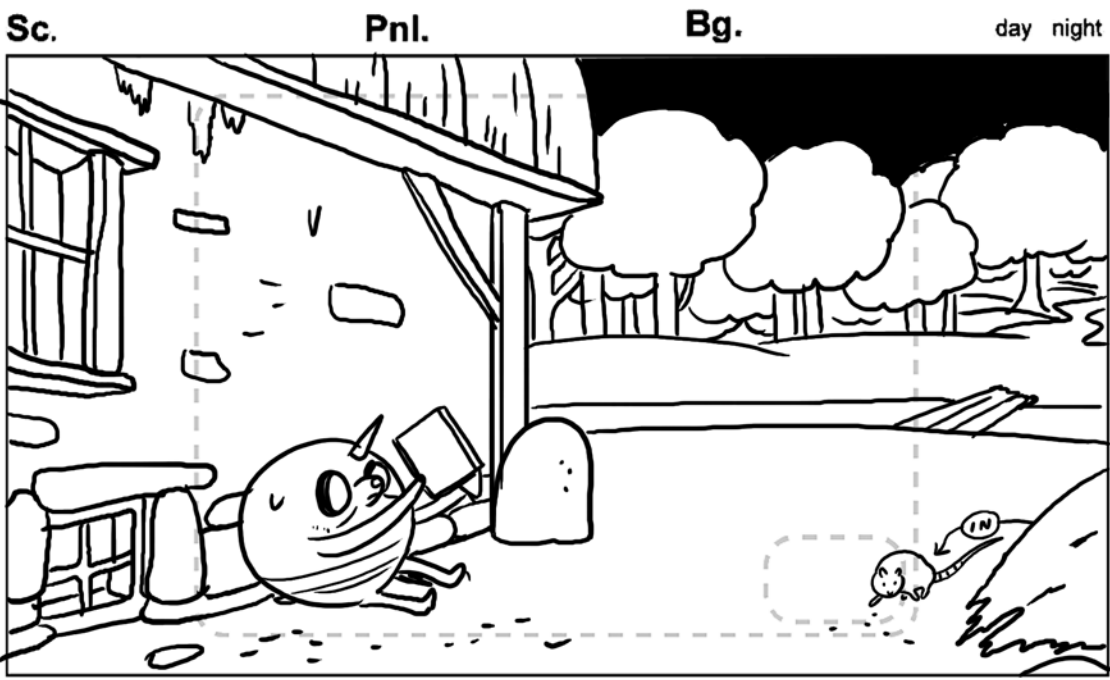
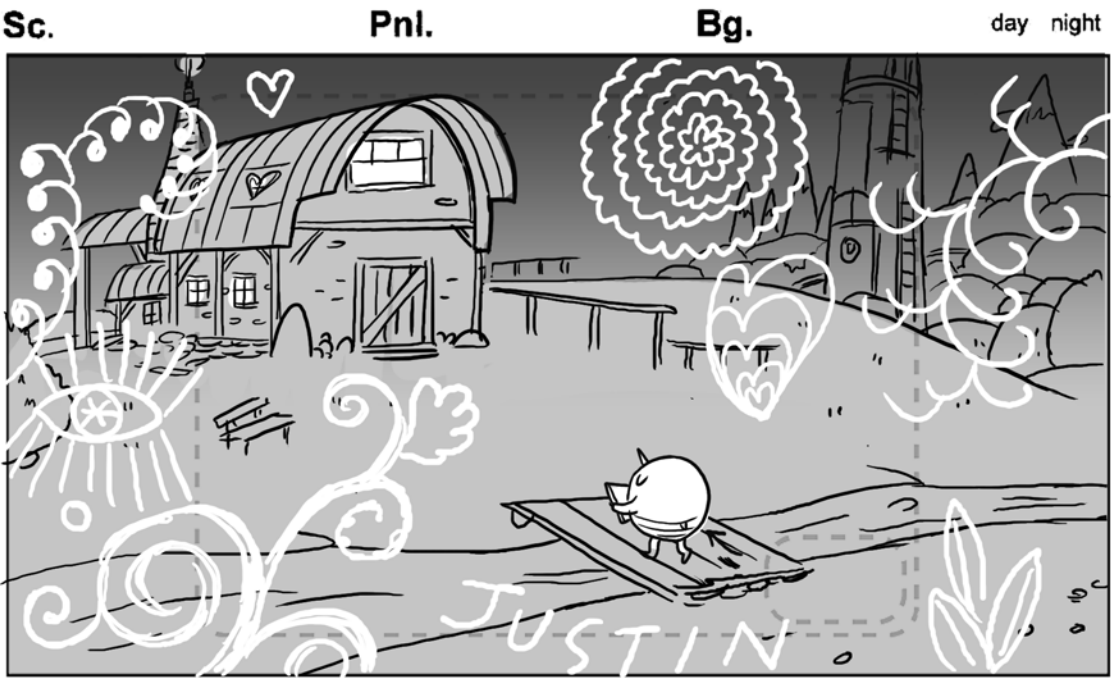


Dialog:	BP (vo) / JUSTIN —————→ JUSTIN —————→
Action:	DOODLES DRAWN/OVERLAID
Timing:	

EPISODE # 1025 - 190
Production :

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ADVENTURE TIME

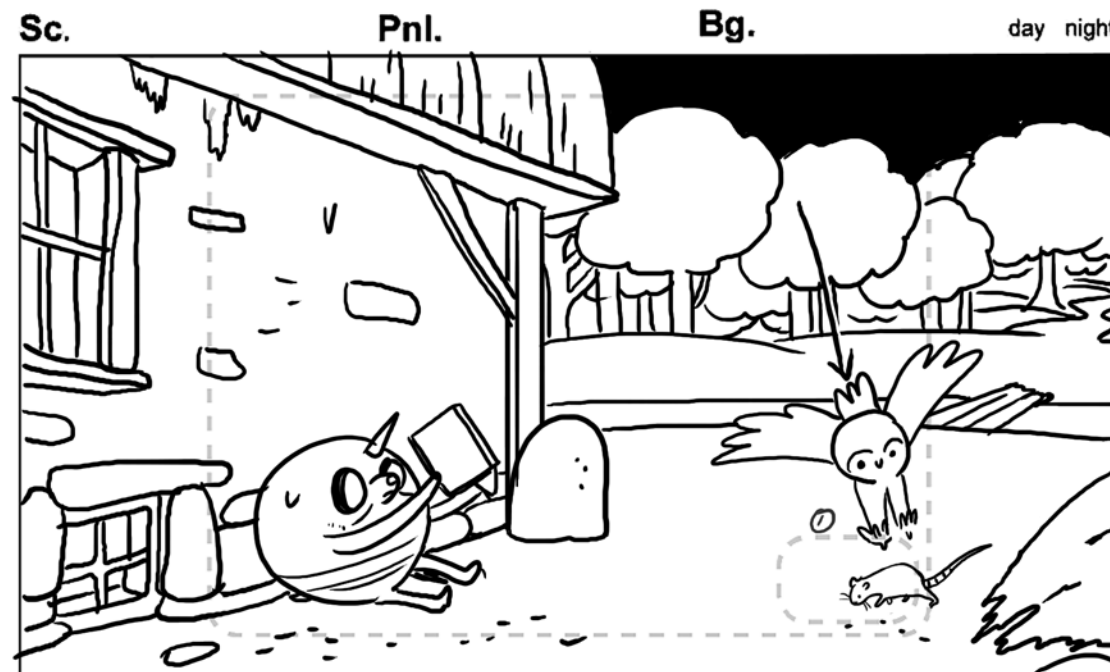
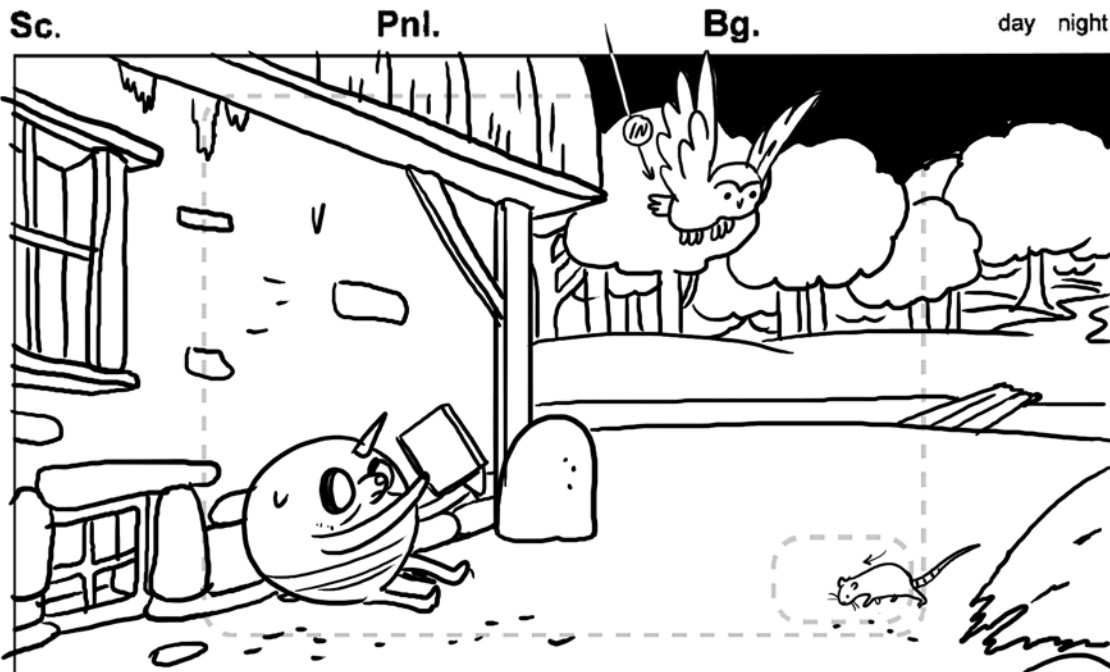


Dialog:		
→ I SAW JUSTIN AGAIN TODAY	→ JUSTIN IS TAKING ME TO THE FRUCTOSE FAIR	→ JUSTIN WANTS TO GO ON THE ROLLERCOASTER
Action:		
DOODLES DRAWN/OVERLAID		
Timing:		
MOUSE ENTERS		

EPISODE # 1025 - 190

Production :

ADVENTURE TIME

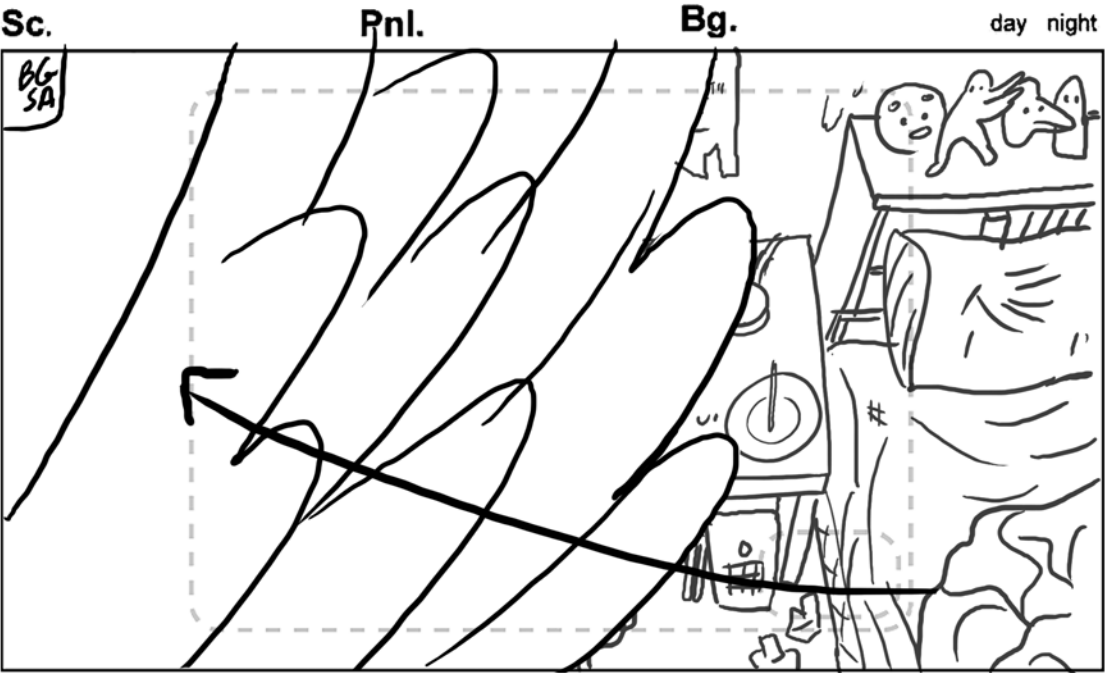
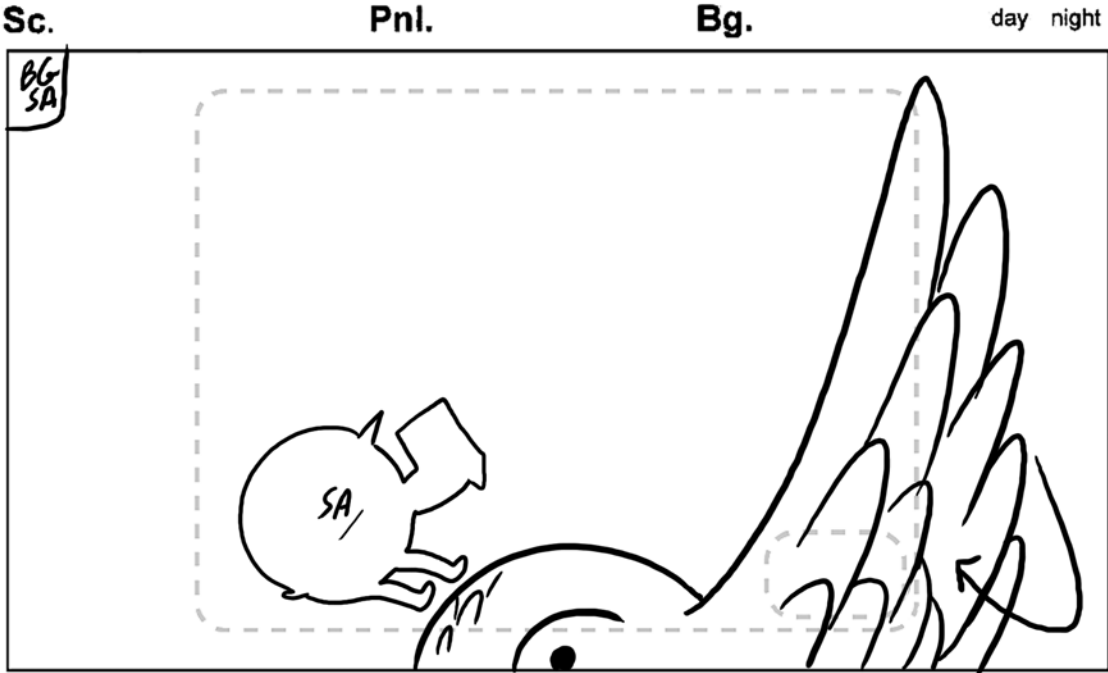


Dialog:	JUSTIN'S PICKING ME UP IN AN HOUR	MOM'S SO HAPPY. SHE KNIT JUSTIN A SWEATER	SO EMBARRASSING	KISSING IS FUN AND EASY. IF I DON'T THINK ABOUT THE BACTERIA IN SPIT
Action:	OWL ENTERS	MOUSE POKES AROUND		OWL SWOOPS, GRABS MOUSE
Timing:				



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ADVENTURE TIME

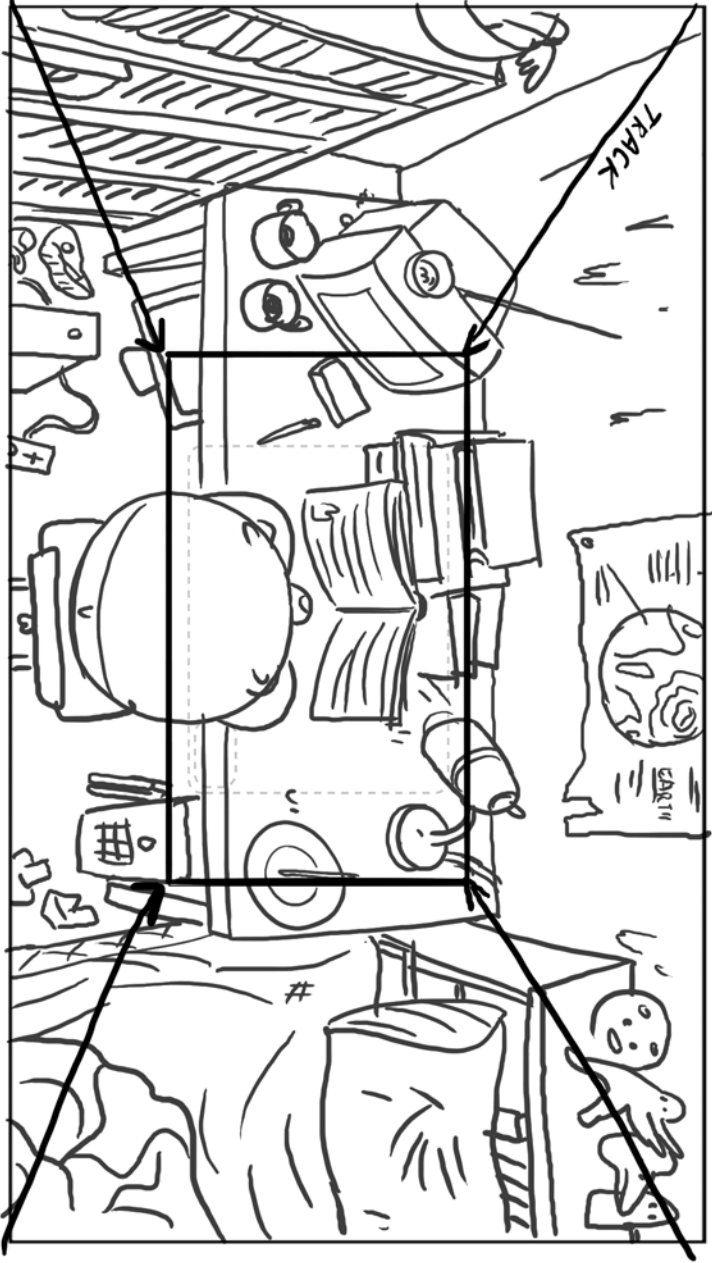


Dialog:	→ TEEMING → MULTIPLYING
Action:	OWL WING WIPE
Timing:	

ADVENTURE TIME



Dialog:	BP (VO - INCREASINGLY FRANTIC) / SEE: 'HEATHERS') DIARY, CAN YOU KEEP A SECRET? → JUSTINI! → DON'T LOOK AT ME! → LIES! → HIVE OF BEES IN MY HEAD, GET OUT! → MOTHER, I'M NOT GOING TO TELL YOU AGAIN → LIES, LIES, LIES
Action:	TRACE IN ON TV'S MESSY BEDROOM (GEEK - DORM)
Timing:	

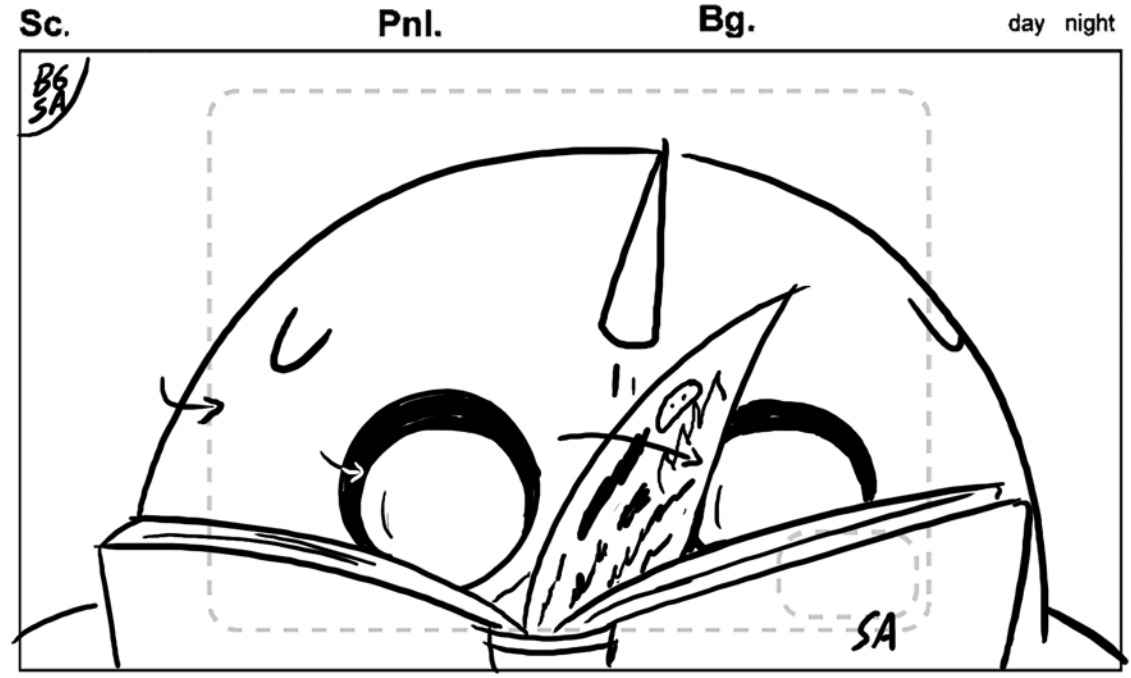
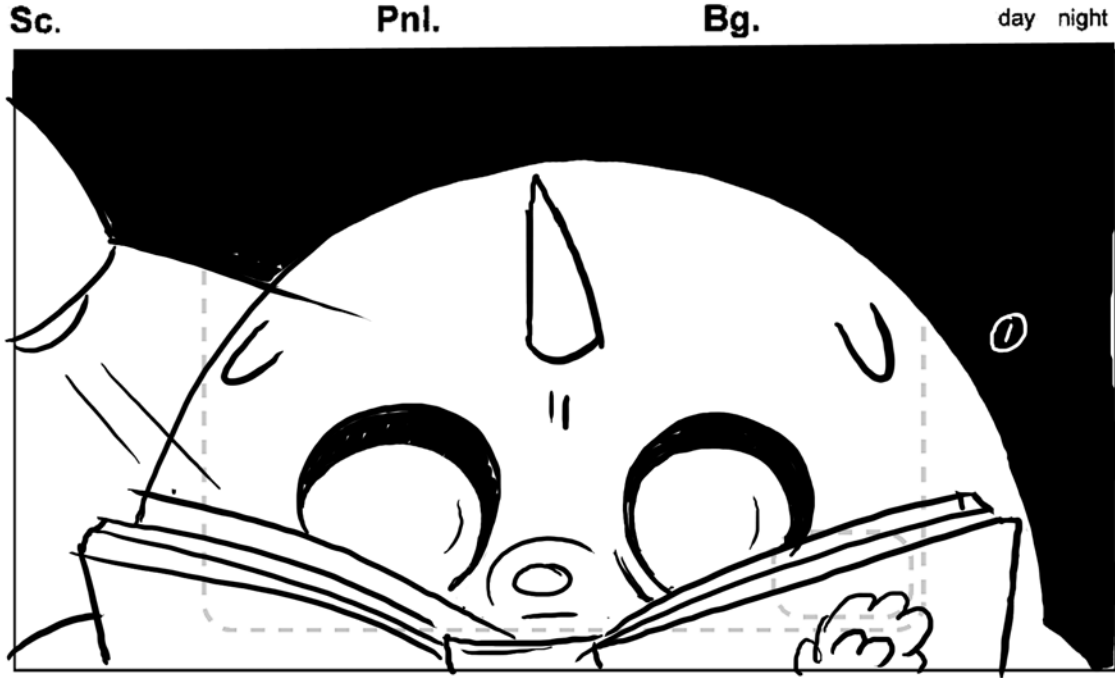


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ADVENTURE TIME



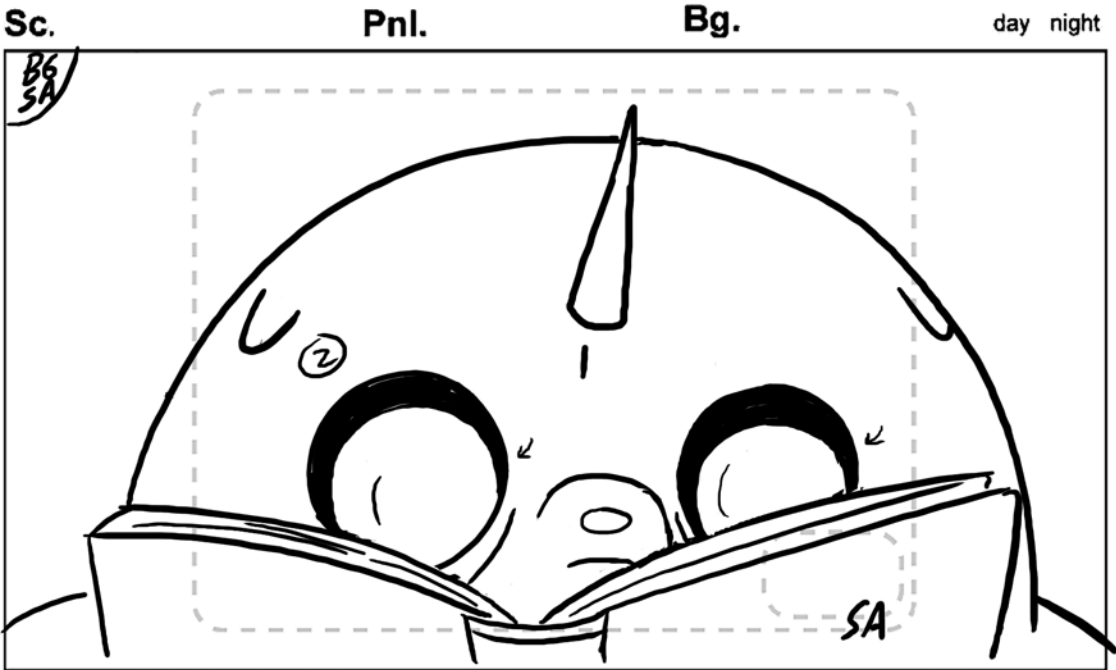
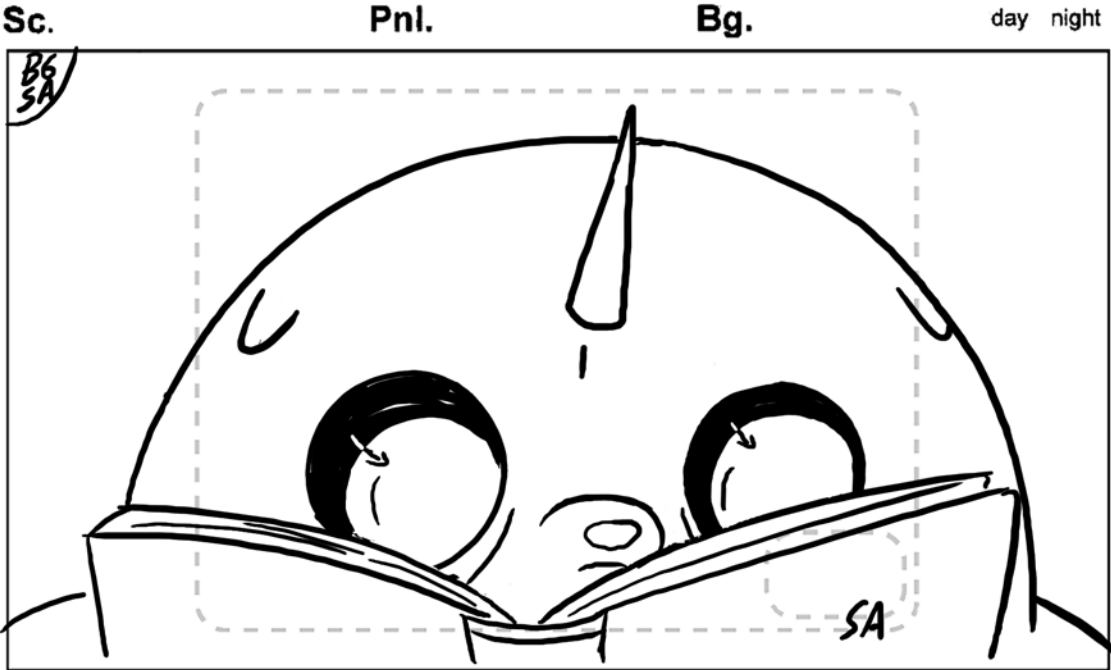
Page **54**



Dialog:	BP / DIARY, IT'S MY BIRTHDAY (VO) / TOMORROW BUT I DON'T FEEL LIKE CELEBRATING		I FEEL LIKE <u>SCREAMING</u>	
Action:	EYES MOVE ACROSS PAGE ①②		FLIPS PAGE, EYES/HEAD TURN	
Timing:				

EPISODE # 1025 - 190
Production :

ADVENTURE TIME



Dialog:	→ JUSTIN WANTS TO MEET AT LOUETREE POINT. SAYS HE WANTS TO GIVE ME A PRESENT	→ HELP	→ HOPEFULLY A A HOLE OPENS IN THE EARTH + SWALLOW ME	→
Action:	EYES SHIFT TO READ	TV READS PAGE (EYES) ①②	①	
Timing:				

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

→ HOW CAN I ACCEPT A GIFT FROM THAT GUY? → SWEET JUSTIN →

Action:

FLIPS PAGE

Timing:

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ADVENTURE TIME



Sc. Pnl. Bg. day night

BG SA

Sc. Pnl. Bg. day night

BG SA

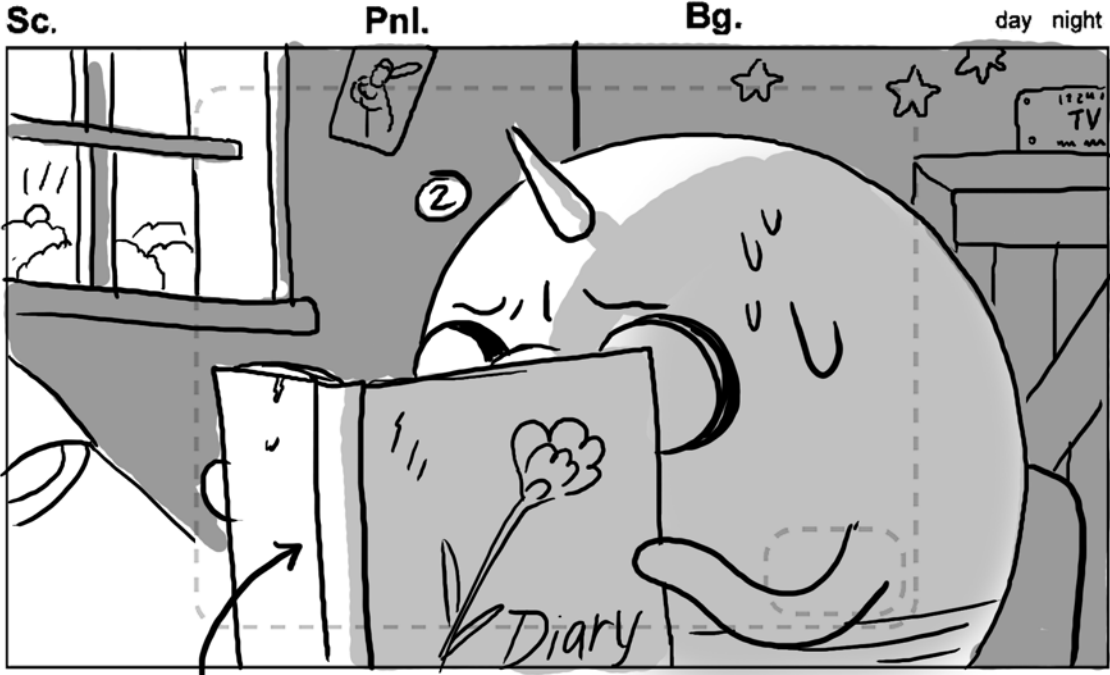
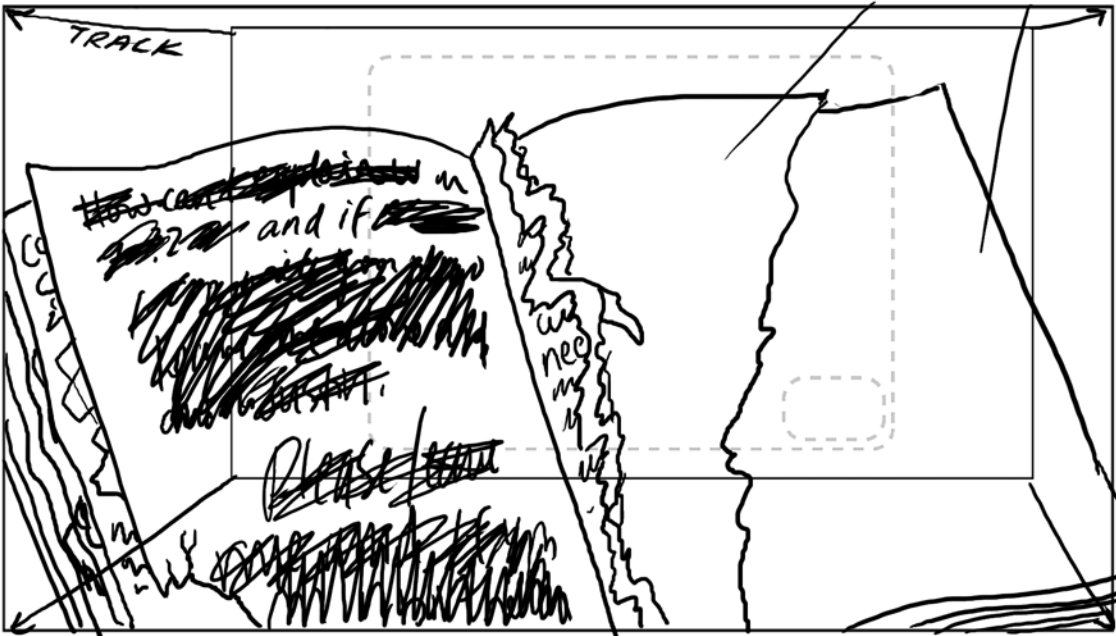
Dialog: → I SHOULD TELL HIM...
→ I NEED TO TELL HIM... → I WILL TELL HIM...

Action:

Timing:

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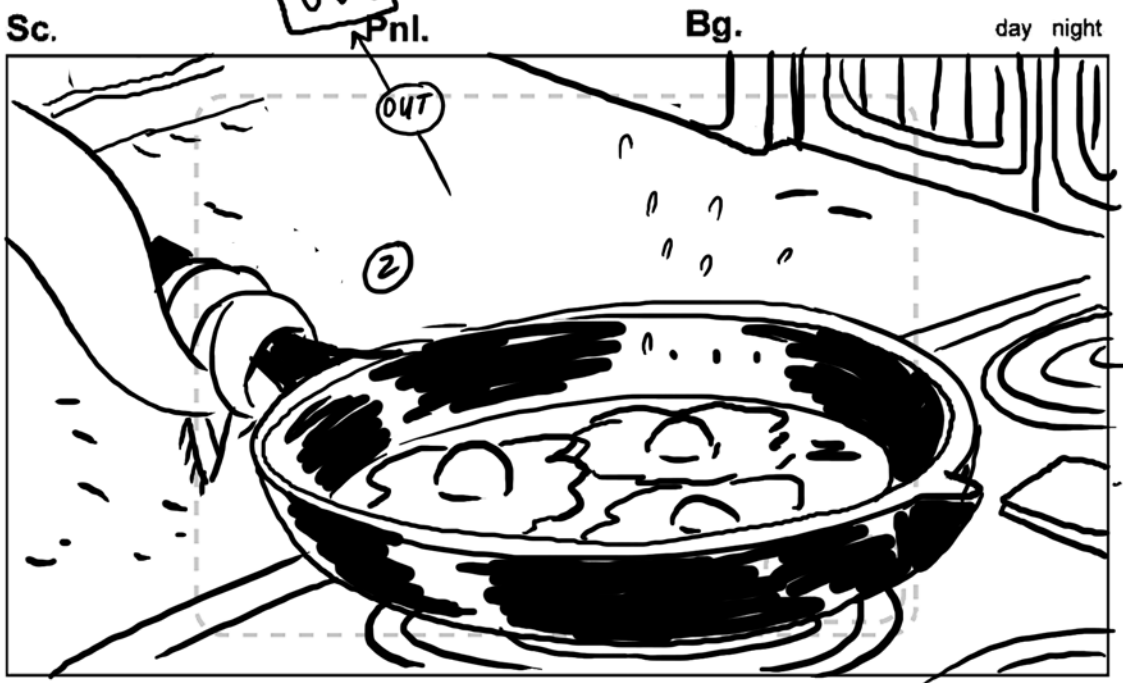
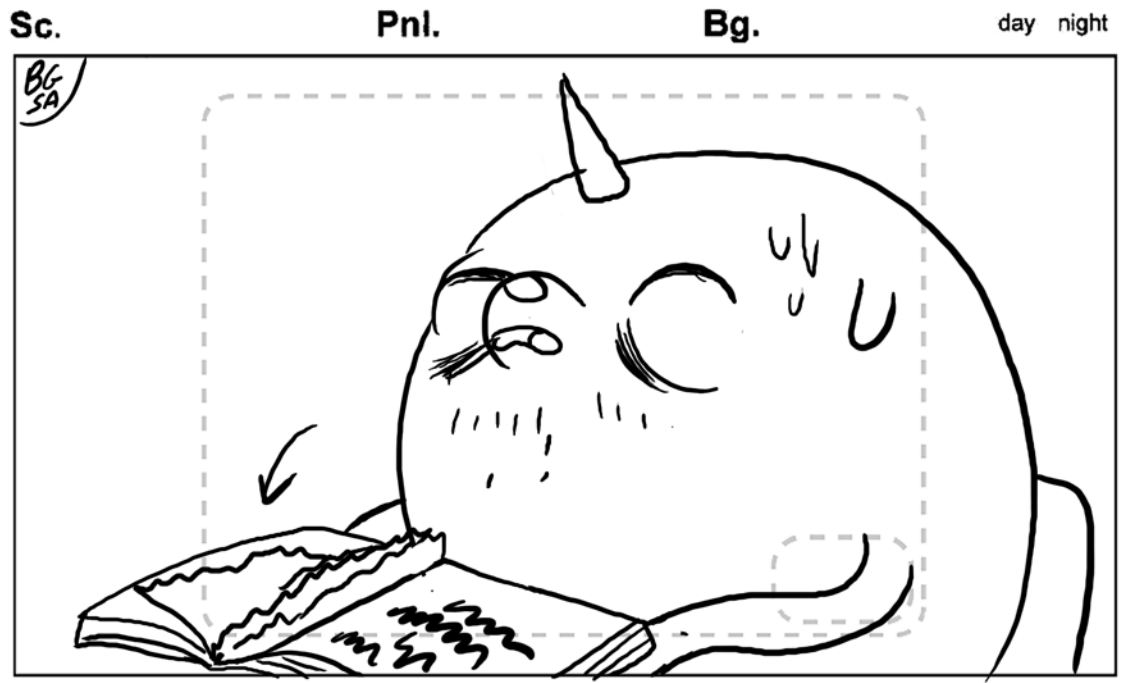
ADVENTURE TIME



Dialog:	TV/ GASP!	TV/ TELL HIM WHAT-?!
Action:	- TRACK OUT QUICKLY - SCRIBBLED OUT, RIPS	- DAWN; SUN IN WINDOW ② RAISES BOOK
Timing:		

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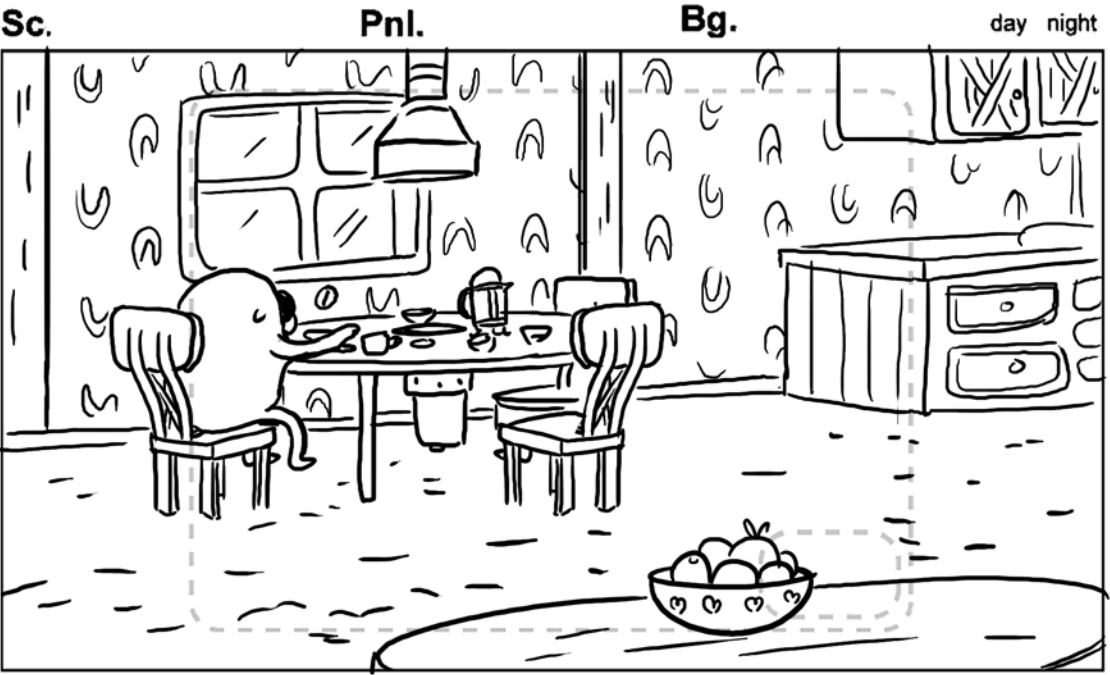
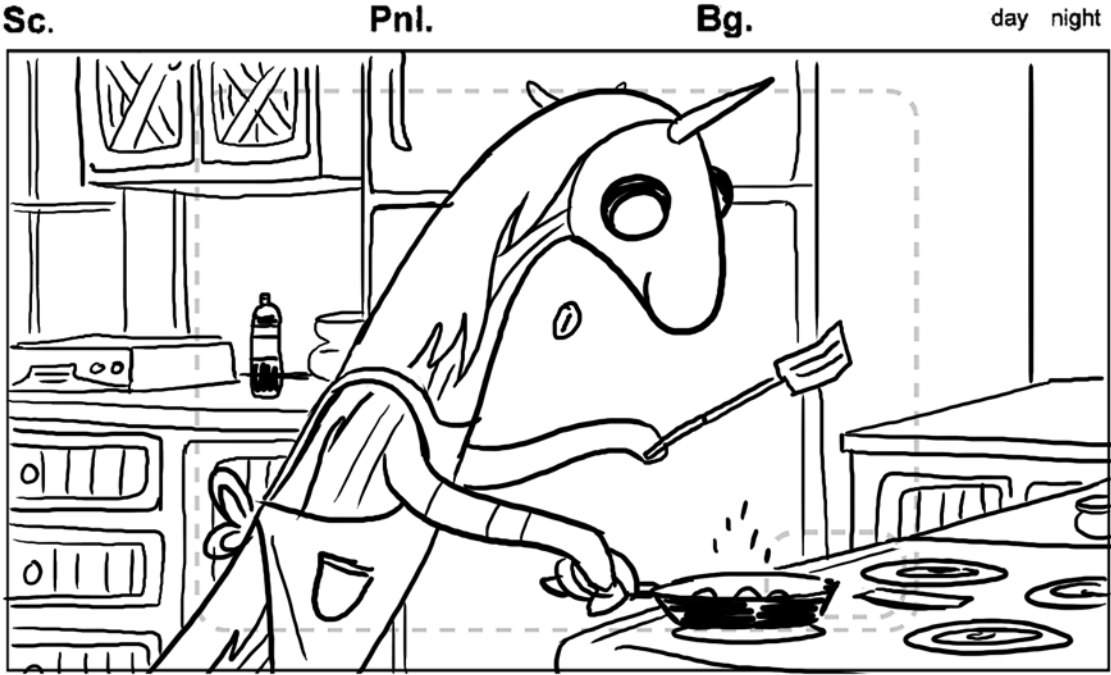
ADVENTURE TIME



Dialog:	TV/ AAAAAAAAAA	SFX/ EGGS CRACKLING
Action:	② SPATULA MOVES OUT	
Timing:		

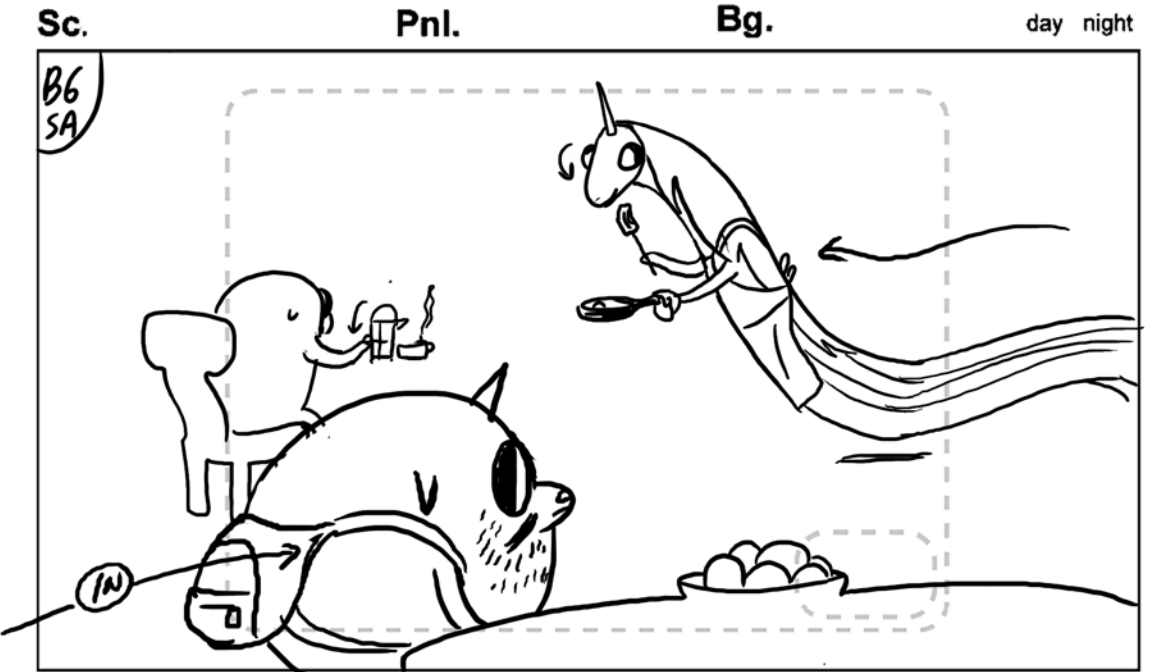
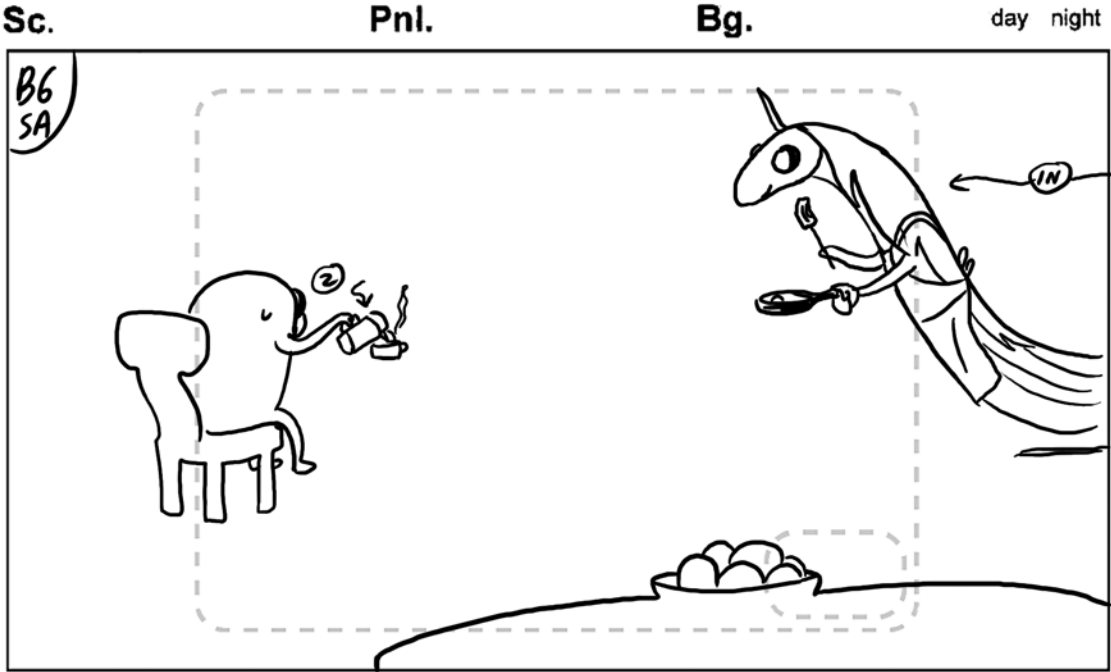
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ADVENTURE TIME



Dialog:	LADY / <TV! BREAKFAST!>		
Action:	LADY TURNS ② AS SHE CALLS	② J REACHES FOR COFFEE	
Timing:			

ADVENTURE TIME



Dialog:

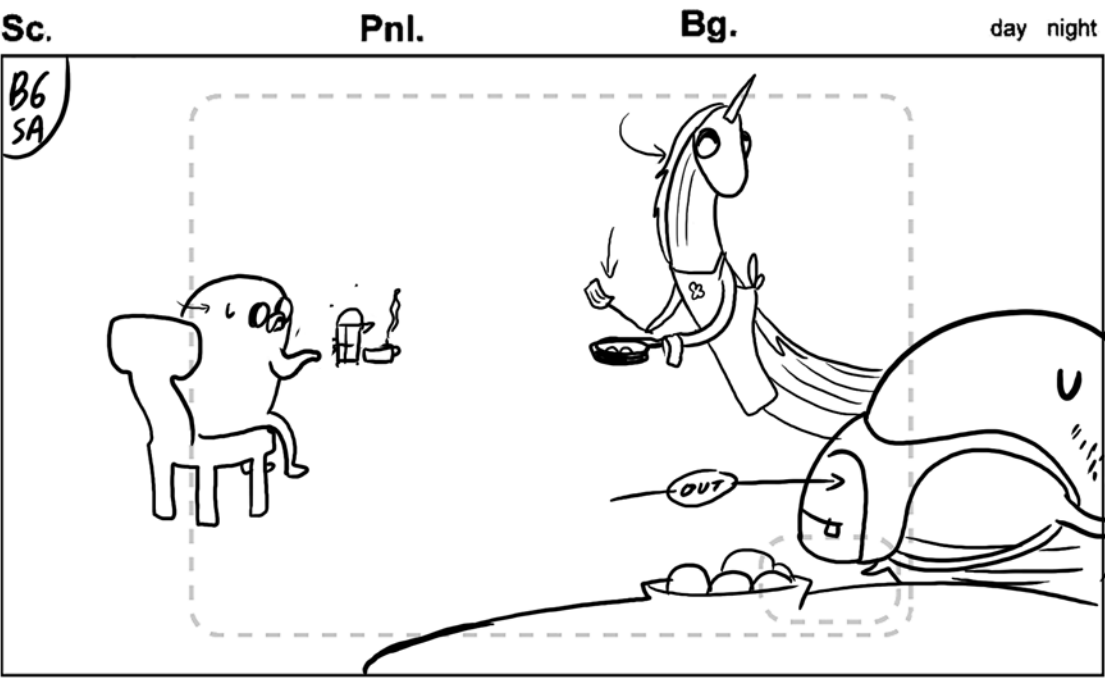
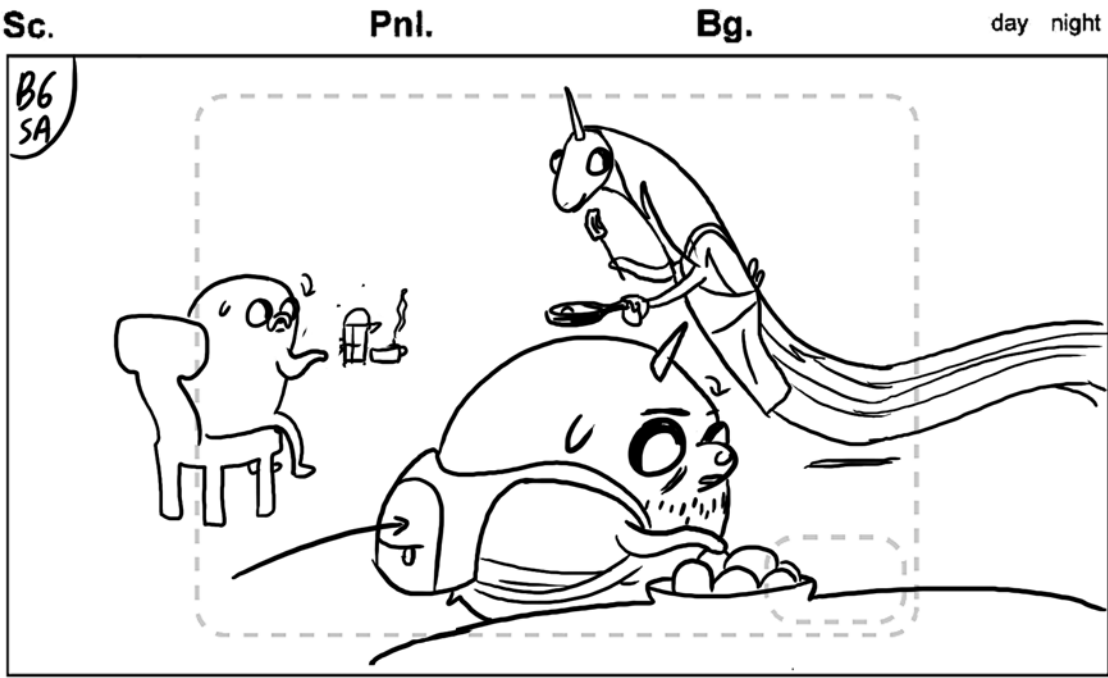
Action: *LADY ENTERS* ② J POURS COFFEE

Timing:

-TV ENTERS
-LADY LOOKS @ TV
-J SETS DOWN COFFEE

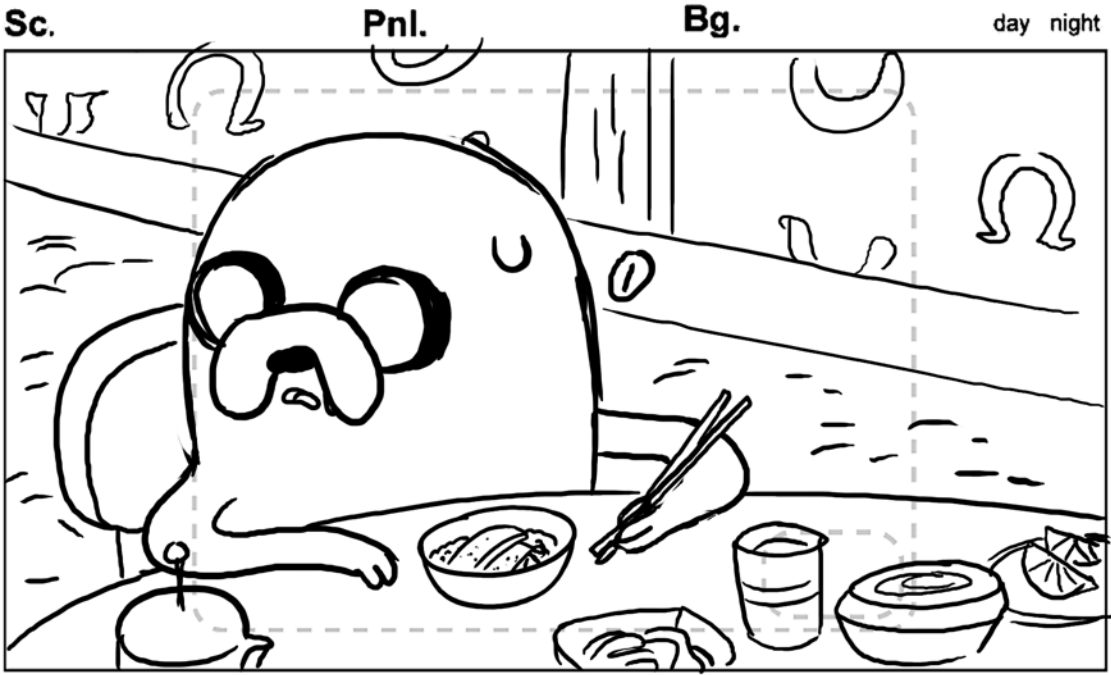
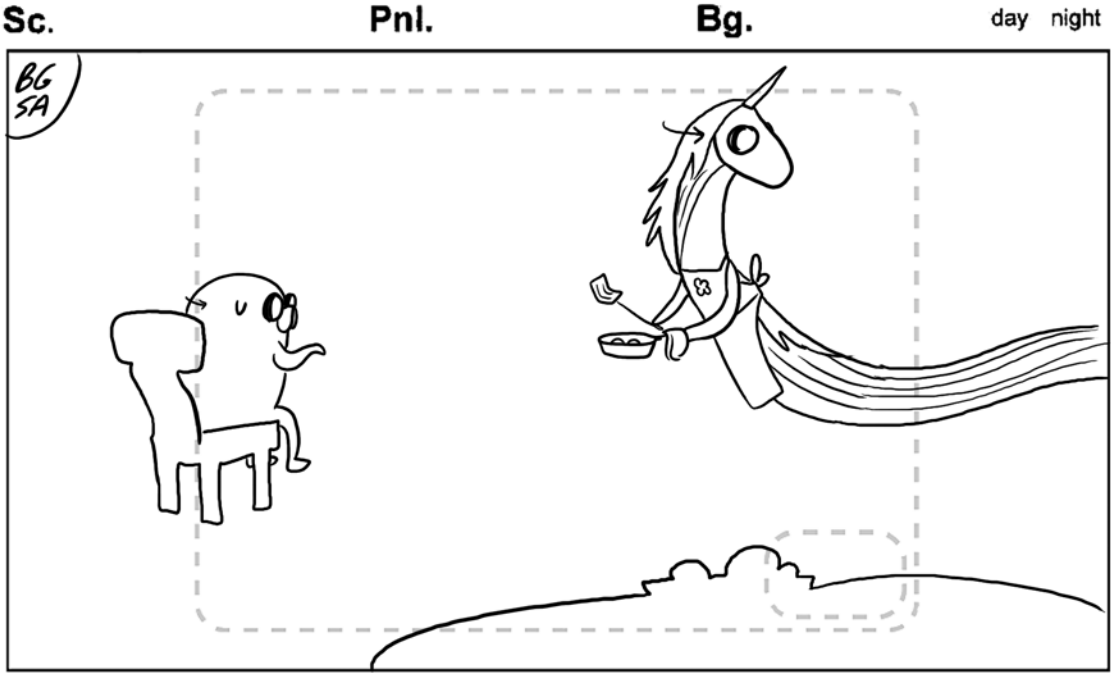
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ADVENTURE TIME



Dialog:	TV/NOT HUNGS —————> HEADING OUT FOR A BIT	
Action:	- J LOOKS AT TV - TV GRABS APPLE	- L + J WATCH TV EXIT
Timing:		

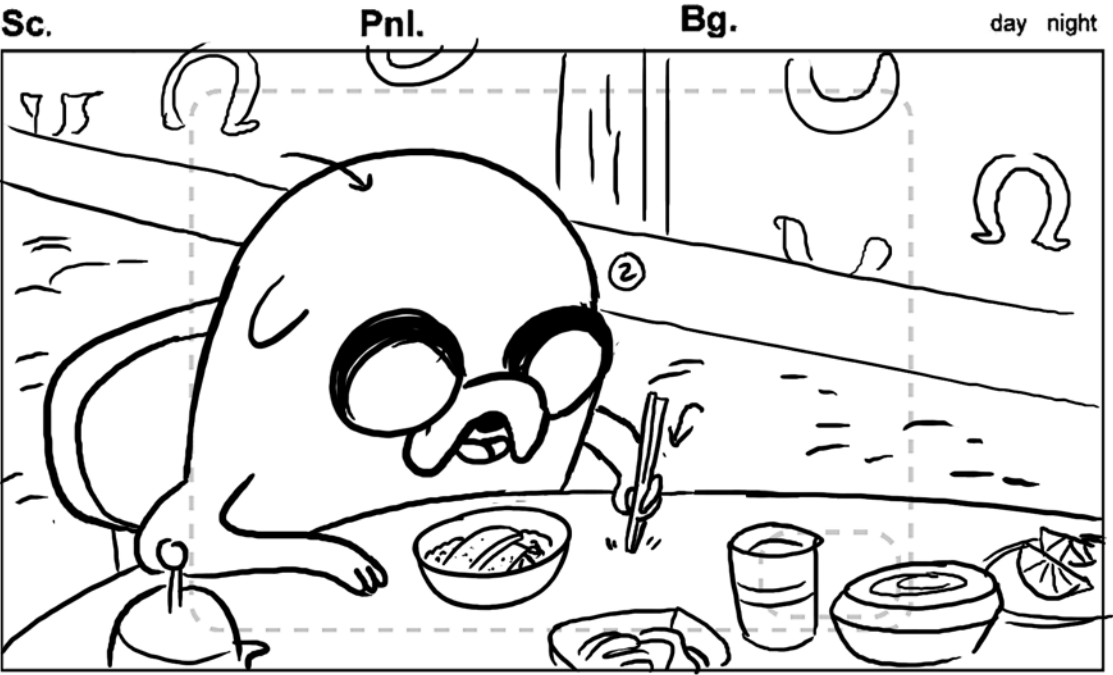
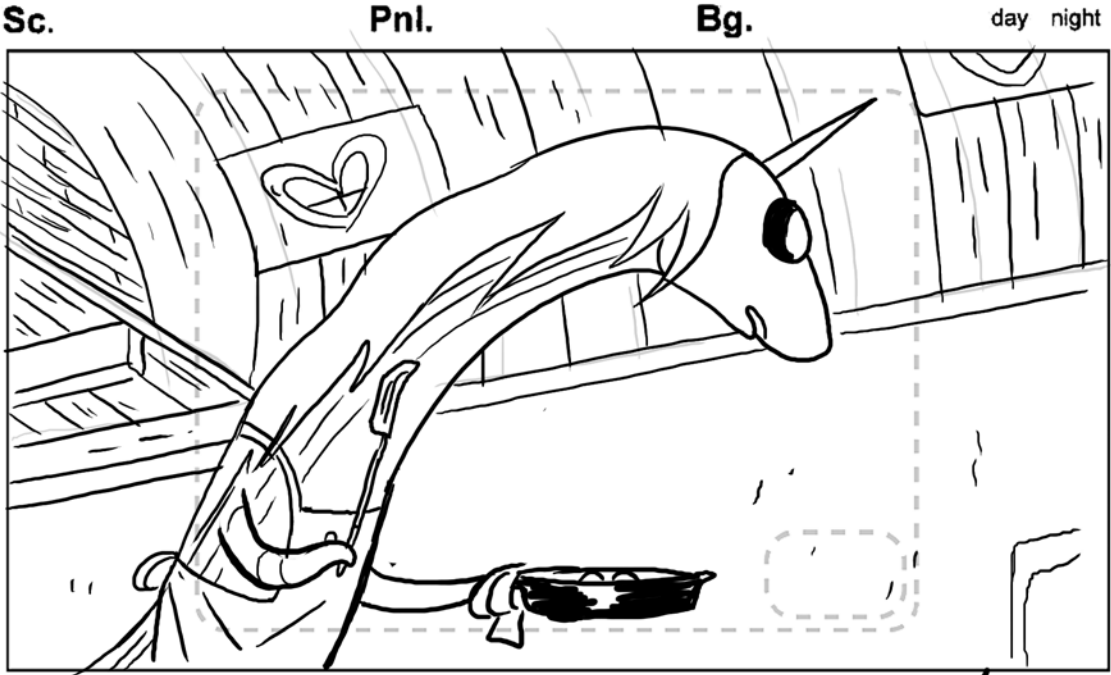
ADVENTURE TIME



Dialog:	SFX / ① DOOR SLAM	
Action:	L + J CONTINUE TO FOLLOW TV, NOW O.S. (KOREAN-WESTERN BREAKFAST)	② J LOOKS AT L, AGAPE
Timing:		



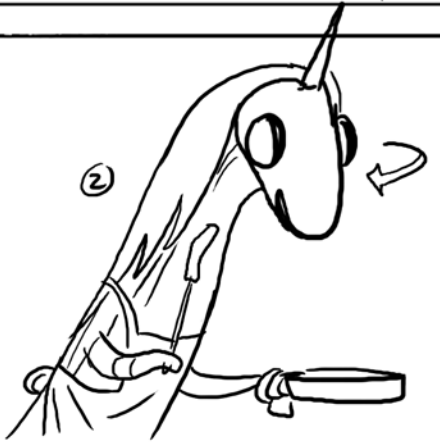
ADVENTURE TIME



Dialog:
LADY/② <WELL!>

Action: ① AGAPE
② TURNS, SMILING

Timing:



J/ ② THERE YOU GO! →

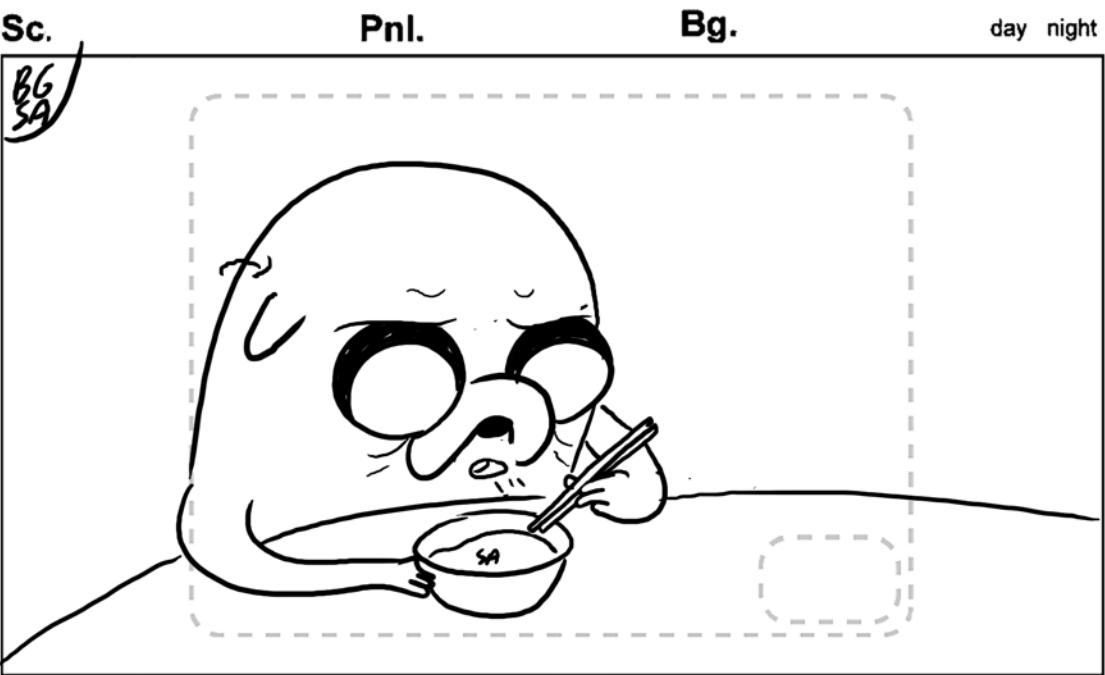
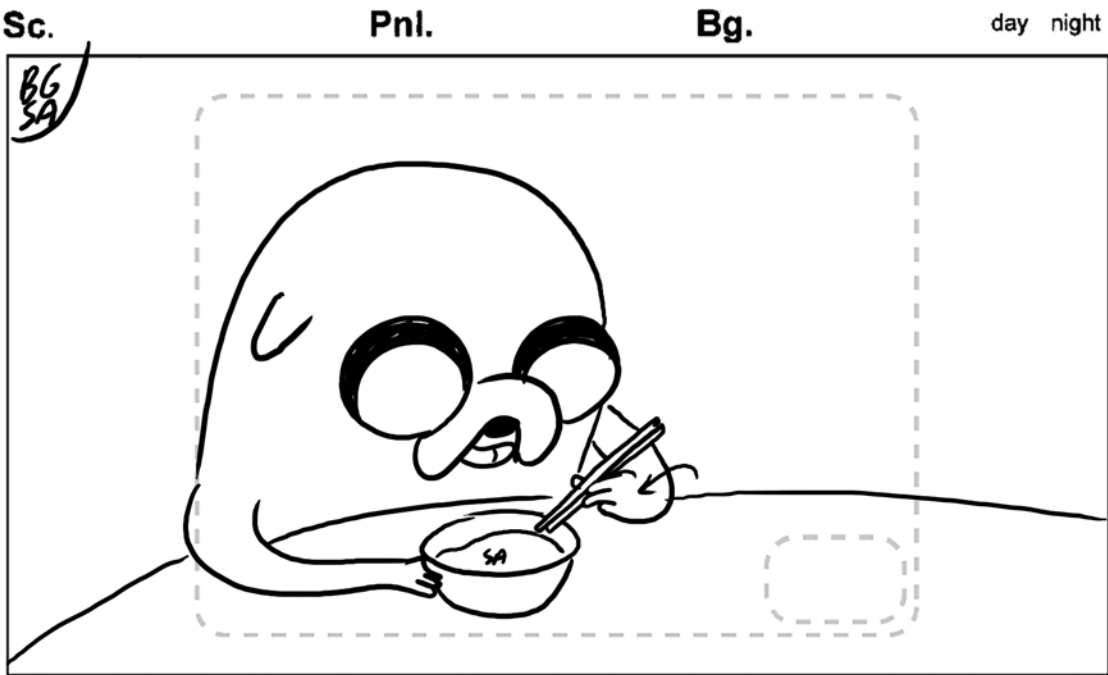
SFX/② TUCK!

② TAPS END OF CHOPSTICKS ON TABLE



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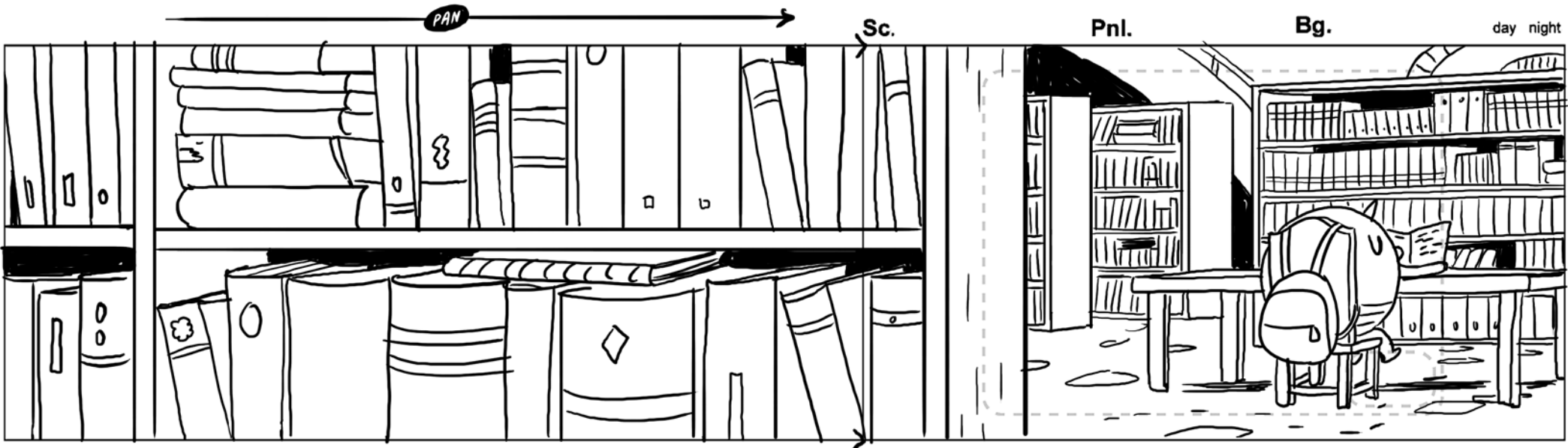
ADVENTURE TIME



Dialog:	J/ JUST NEEDED A LIL PUSH FROM THE OLD MAN.	J/ (OLD MAN COUGH)
Action:	CHOPSTICKS TO FOOD	J'S FACE AGES SLIGHTLY
Timing:		

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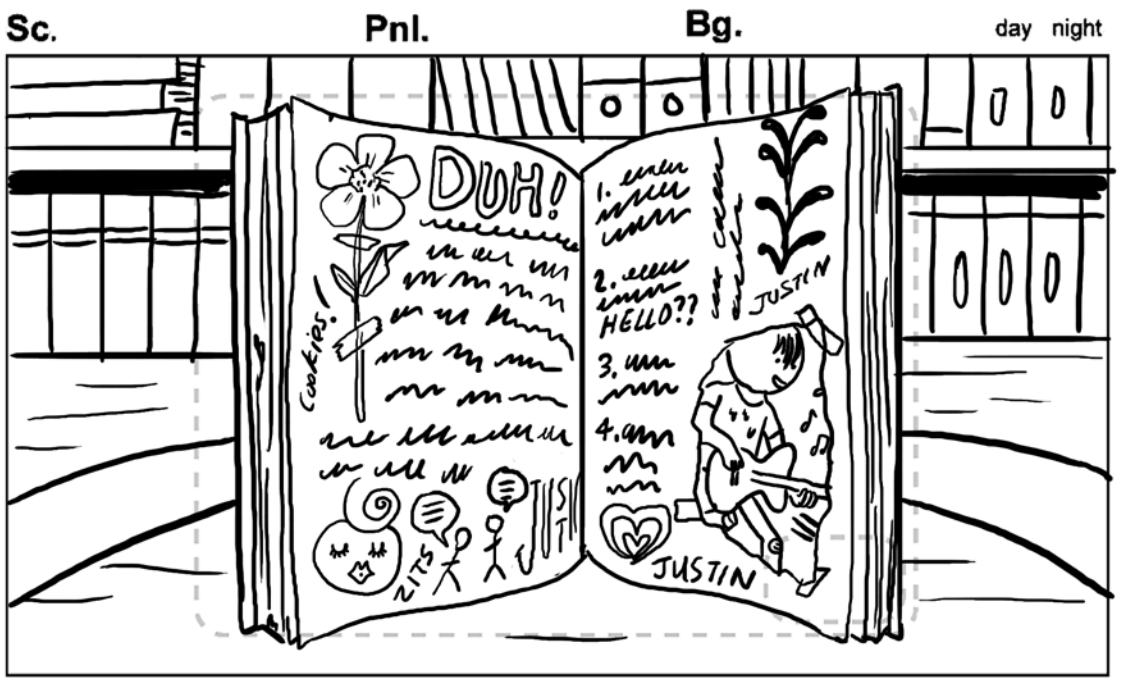
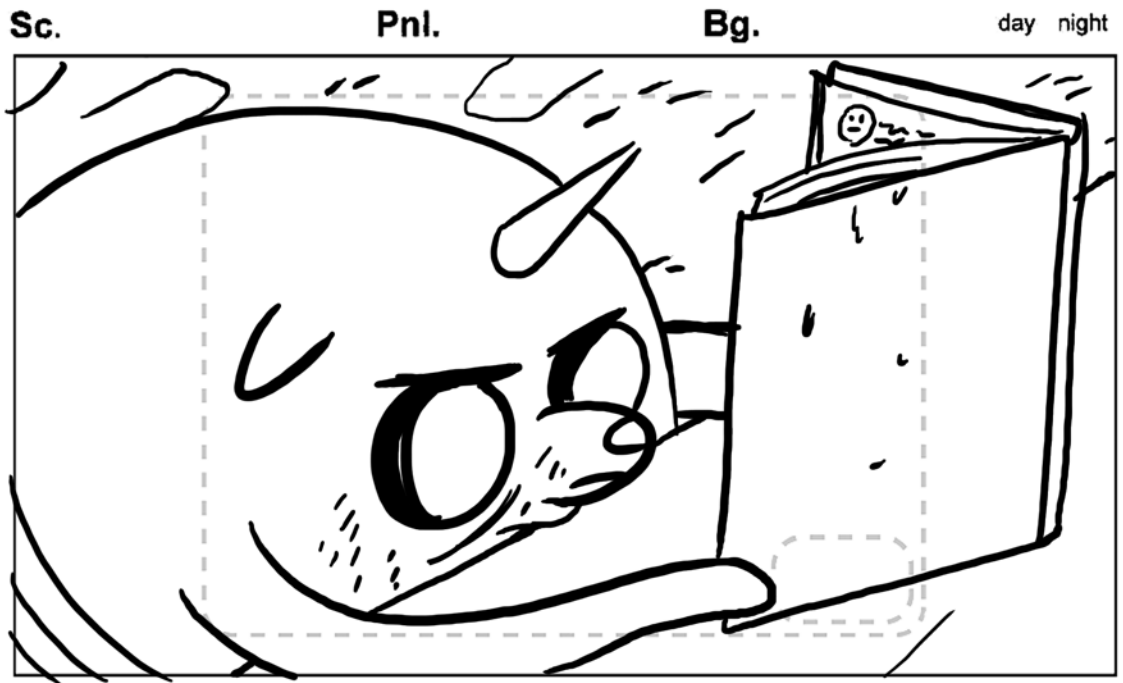
ADVENTURE TIME



Dialog:
Action: <i>PAN RIGHT OVER BOOKS</i>
Timing:

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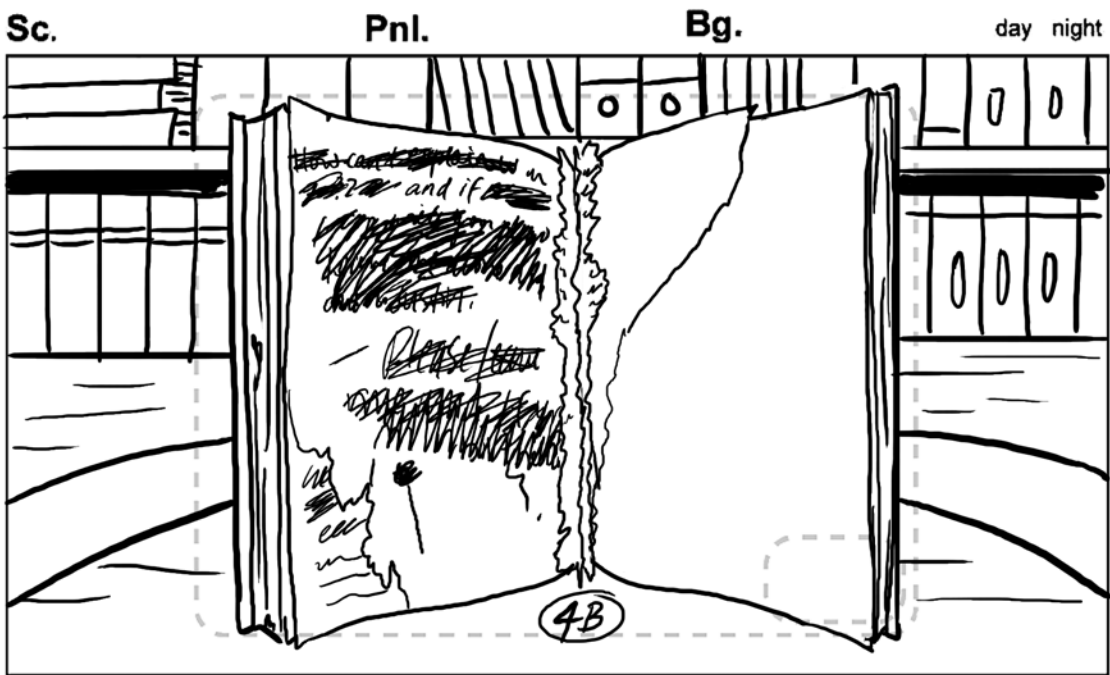
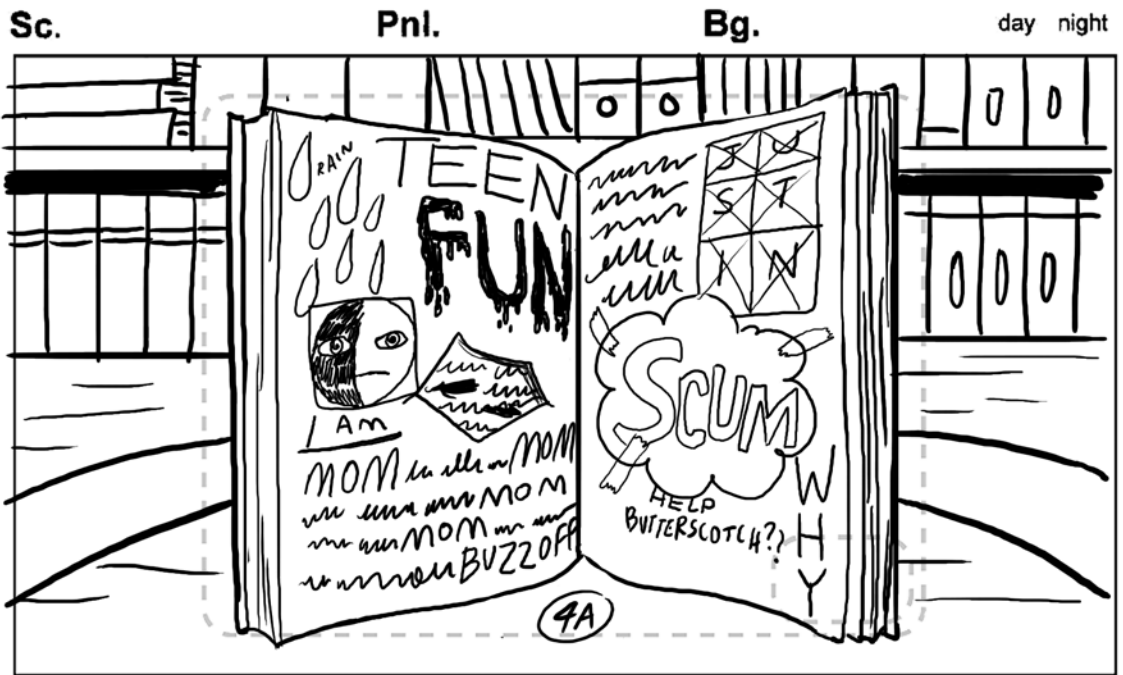
ADVENTURE TIME



Dialog:		
Action: -RESTING CHIN ON TABLE -FLIPS ①②③		TV (OS) / WHO ...
	Timing:	

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ADVENTURE TIME



Dialog: → **4A** ARE... → **4B** you?

Action: - FLIP CYCLE ①②③**4A**

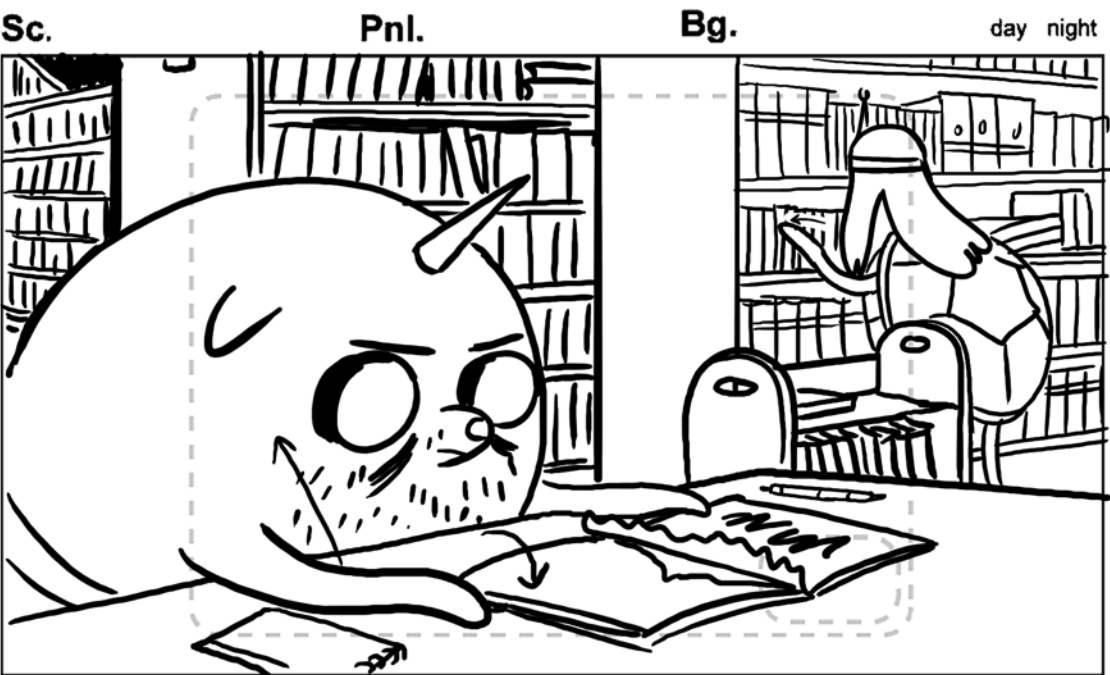
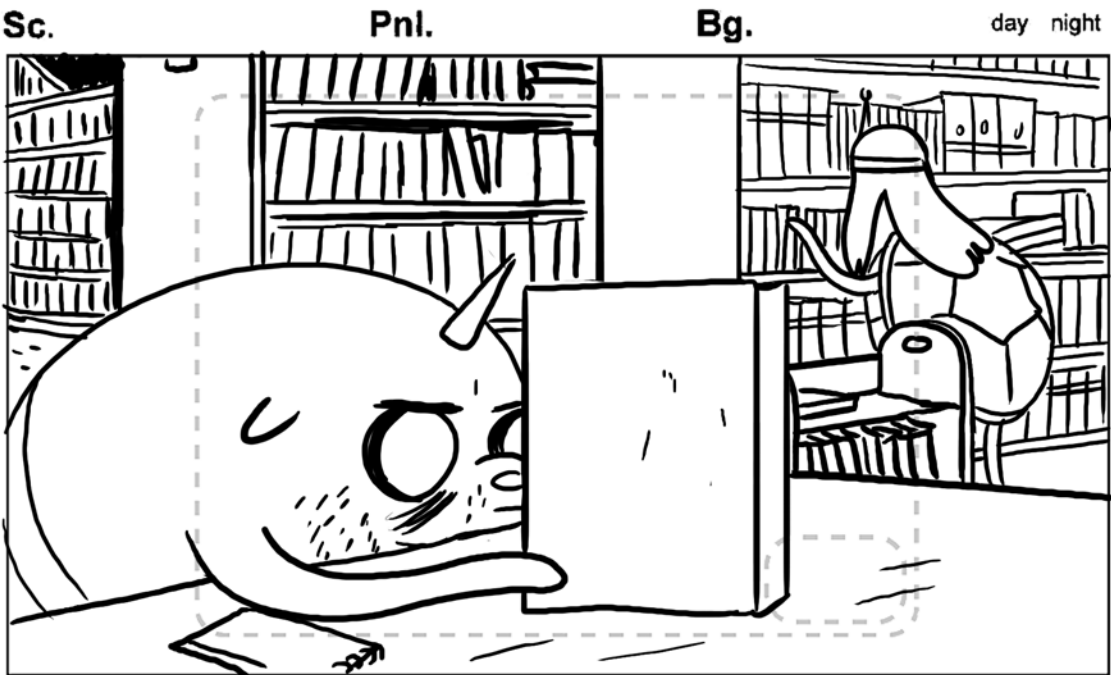
Timing:

FLIP CYCLE - CHUNKS OF PAGES

- FLIP CYCLE ①②③**4B**

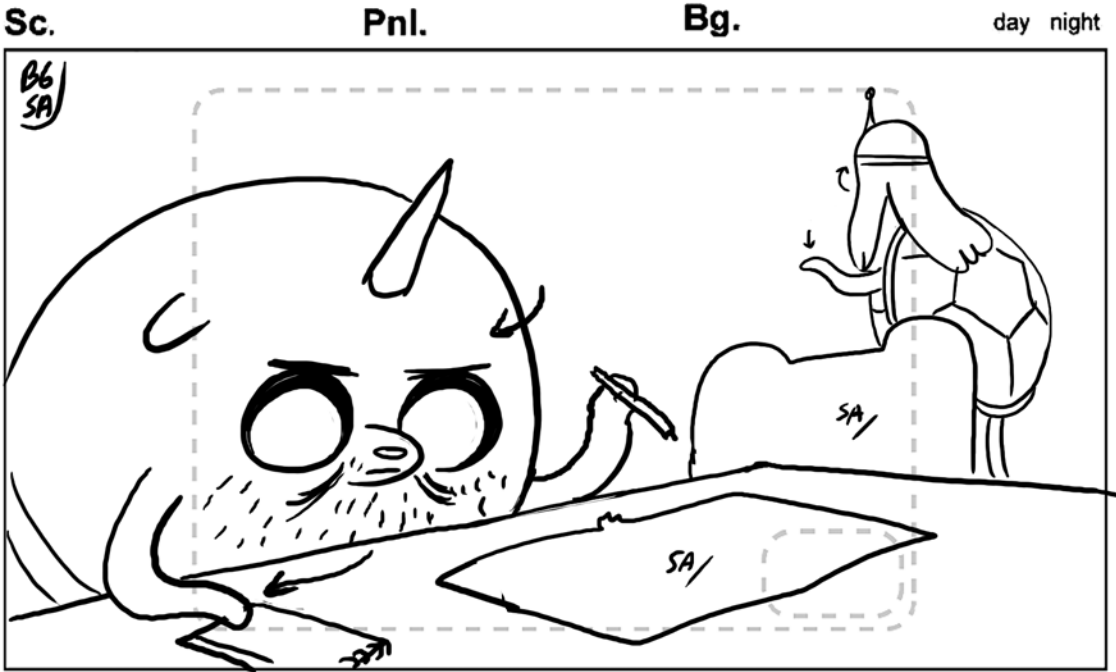
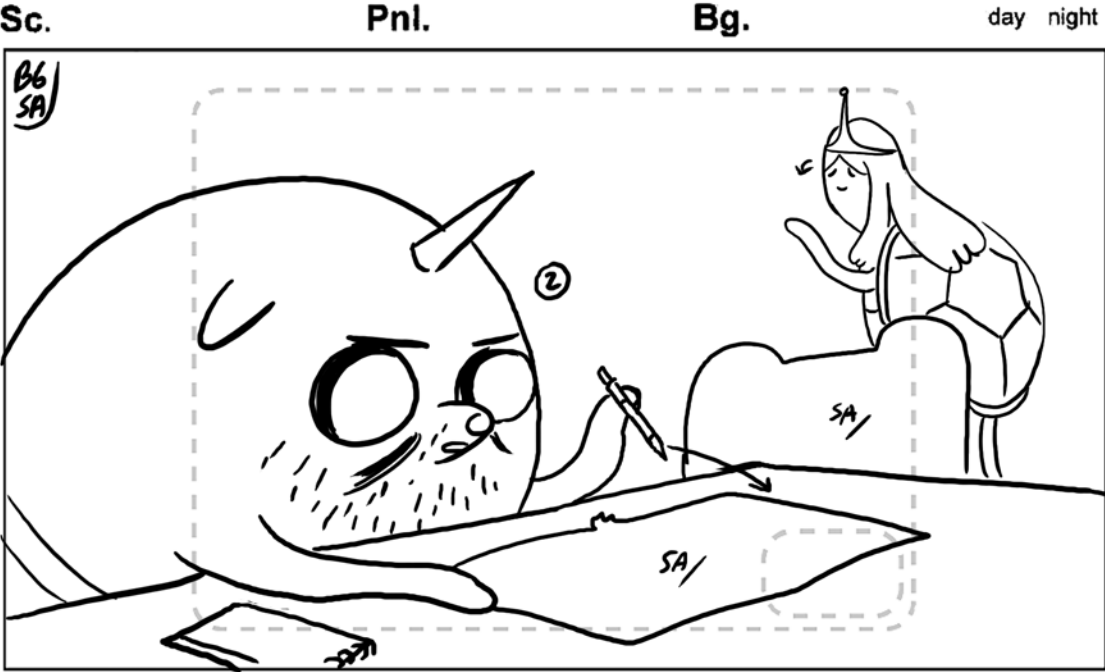
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ADVENTURE TIME



Dialog:	
Action:	<p>- TV SITS UP, LAYS DOWN BOOK</p> <p>- TURTLE PRINCESS' HAND MOVING OVER BOOKS</p>
Timing:	

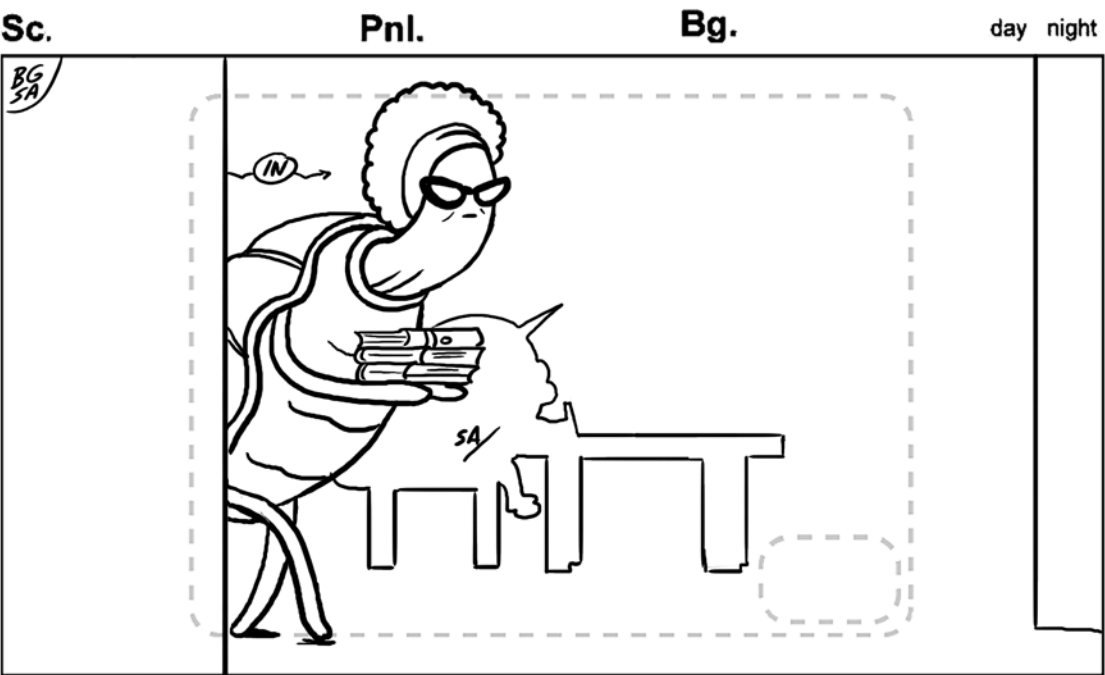
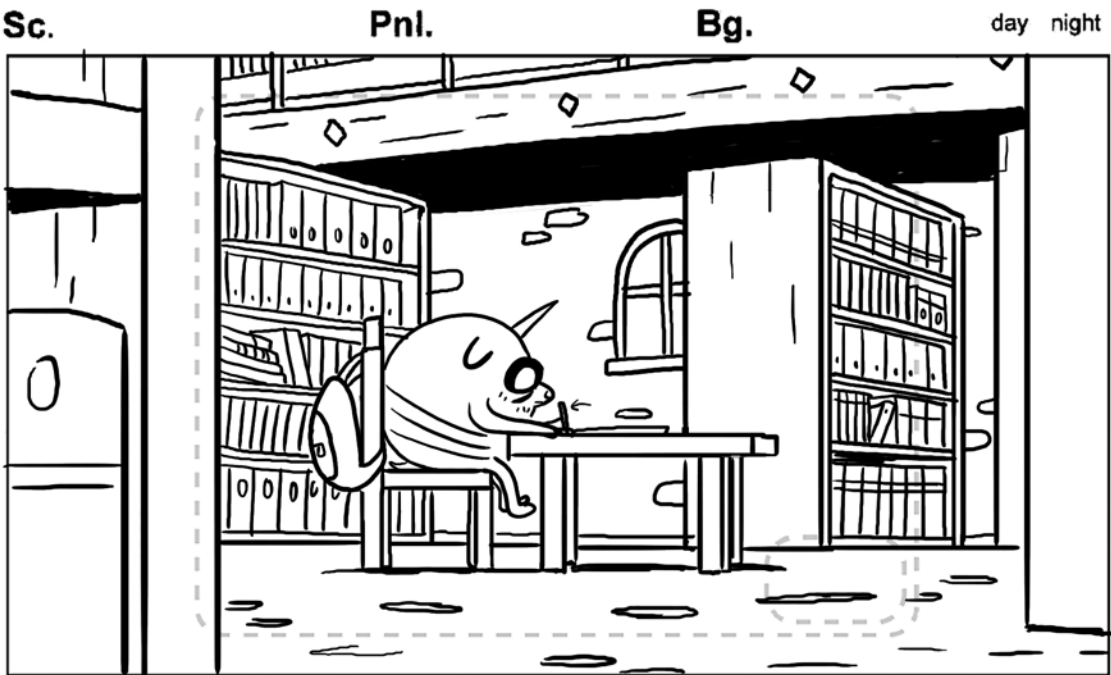
ADVENTURE TIME



Dialog: TV/ LET'S OUTLINE WHAT WE KNOW SFX/ ② PEN CLICK	
Action: <ul style="list-style-type: none">- ① REACHES FOR PEN- TURTLE P STEALS GLANCE AT TV.	
Timing:	<ul style="list-style-type: none">- TURTLE P TURNS BACK TO BOOKS- TV REACHES FOR PAD

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ADVENTURE TIME



Dialog: TV/ BP IS... A GIRL —————> DEFINITELY A CANDY TEEN —————>

Action: TV WRITES, PEN CYCLES ①② —————> LIBRARIAN ENTERS —————>

Timing:

EPISODE # 1025 - 190

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night
BG SA				

Sc.	Pnl.	Bg.	day	night
BG SA				

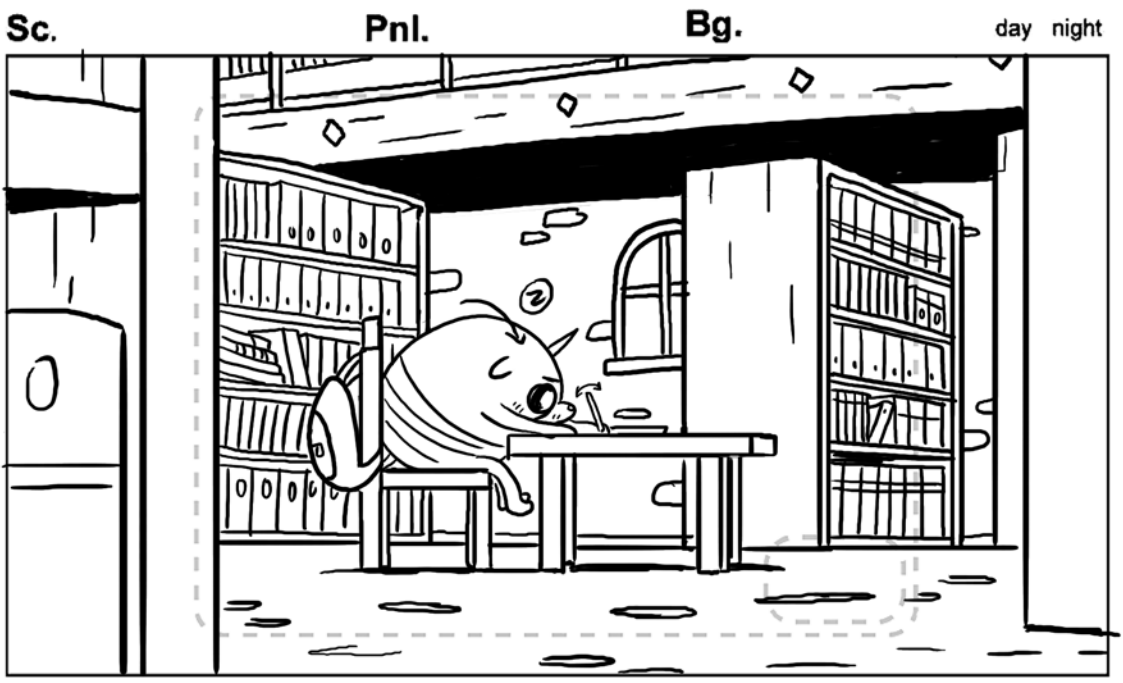
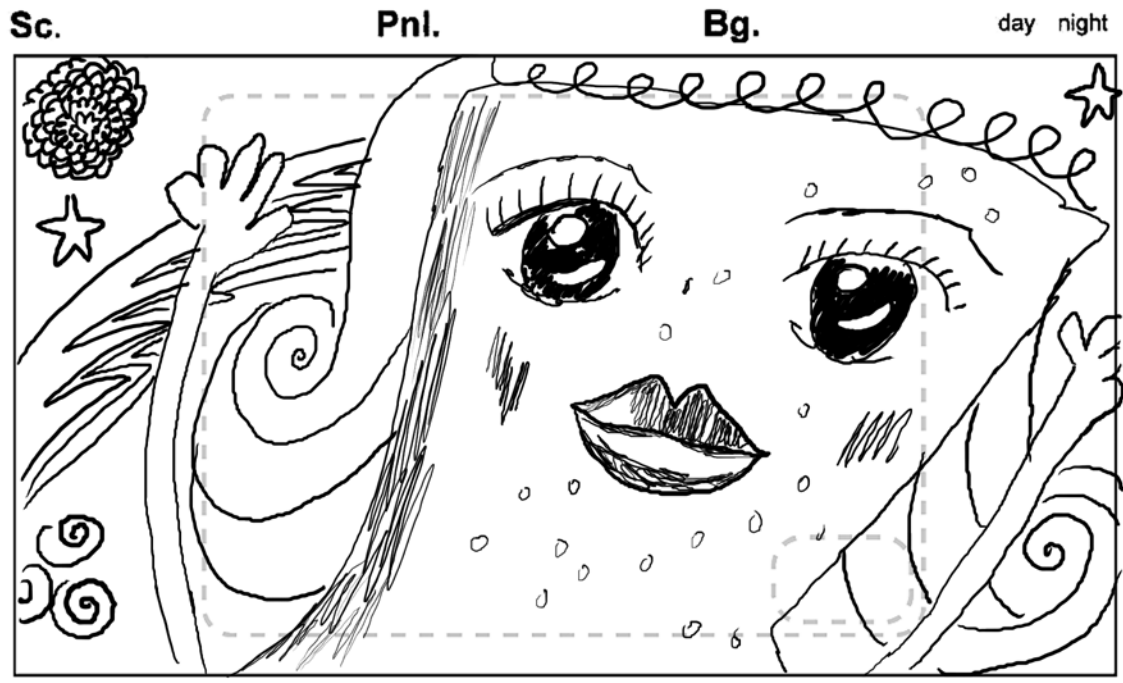
Dialog:
→ TV/ SHE HAS A BOYFRIEND NAMED JUSTIN... →
Action:
TV WRITES, PEN CYCLES ①② → LIBRARIAN EXIT →
Timing:

Production :

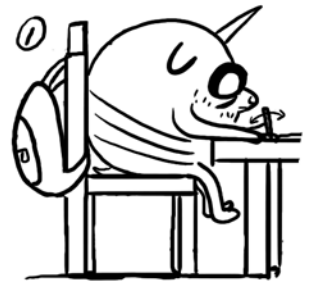
EPISODE # 1025 - 1090

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ADVENTURE TIME

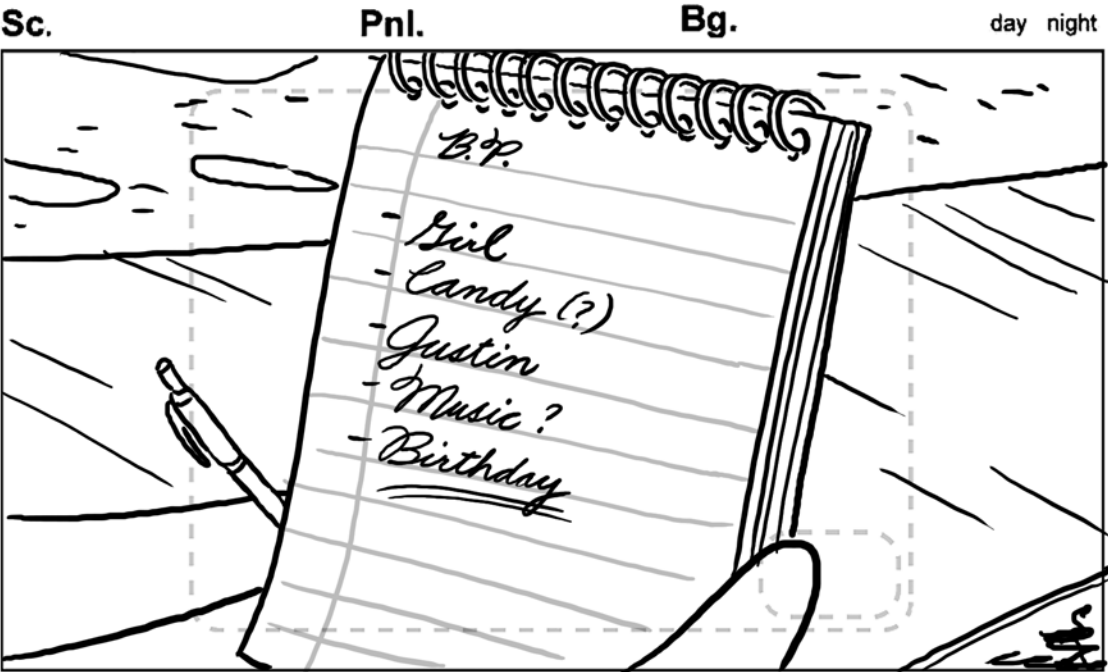
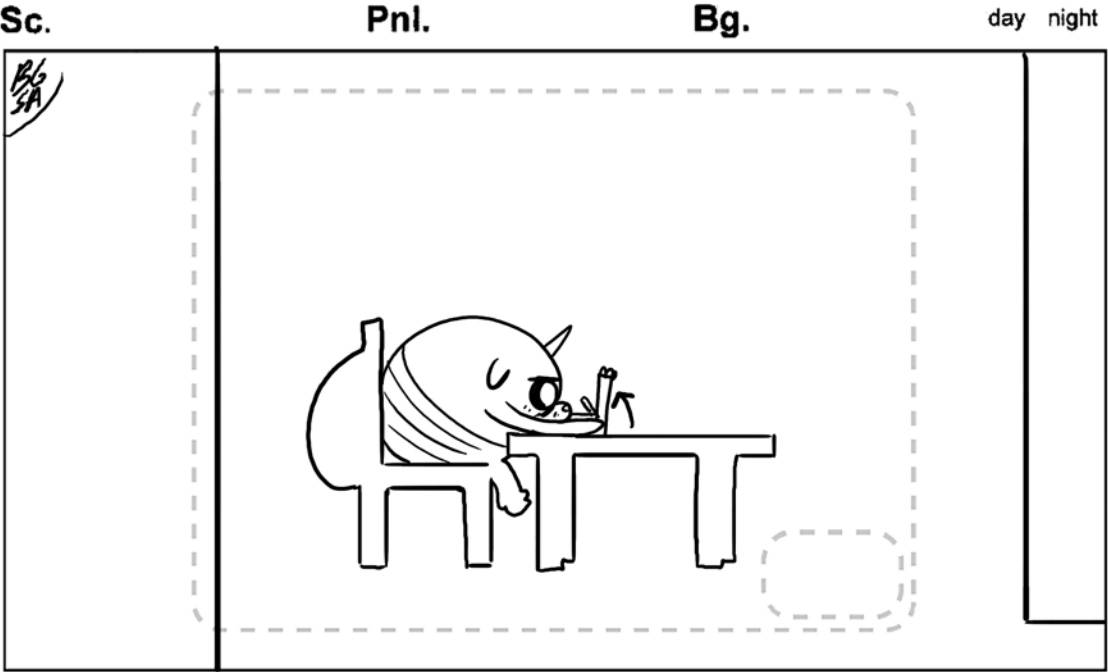


Dialog:	→ SHE LIKES MUSIC... IS AN AMAZING ARTIST... → SHE HAS A... BIRTHDAY → ② PROBABLY EVERY YEAR... →
Action:	② - TV SLUMPS - PEN CYCLE SLOWS
Timing:	



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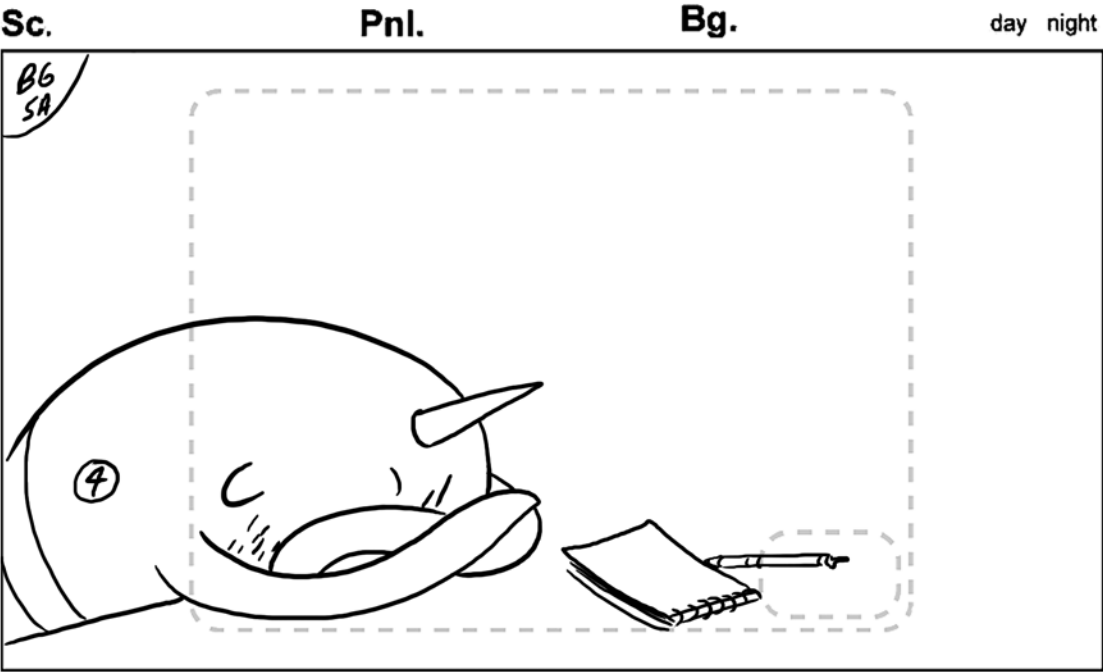
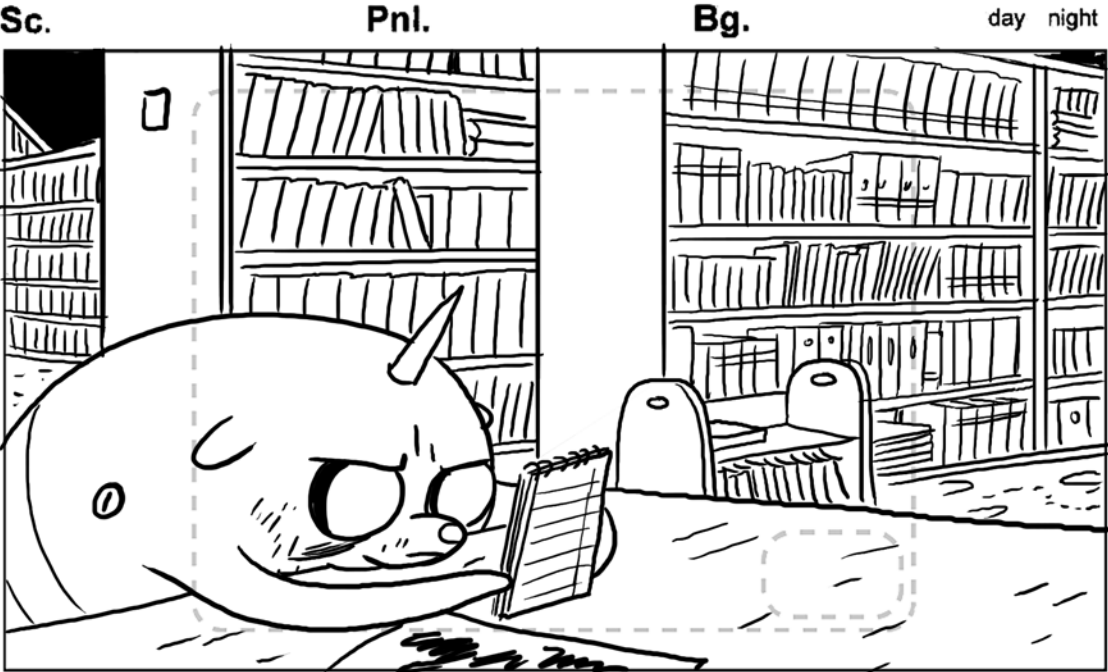
ADVENTURE TIME





Dialog:	TV (UNSATISFIED): HMM.
Action:	STOPS WRITING, FLIPS UP NOTEPAD
Timing:	

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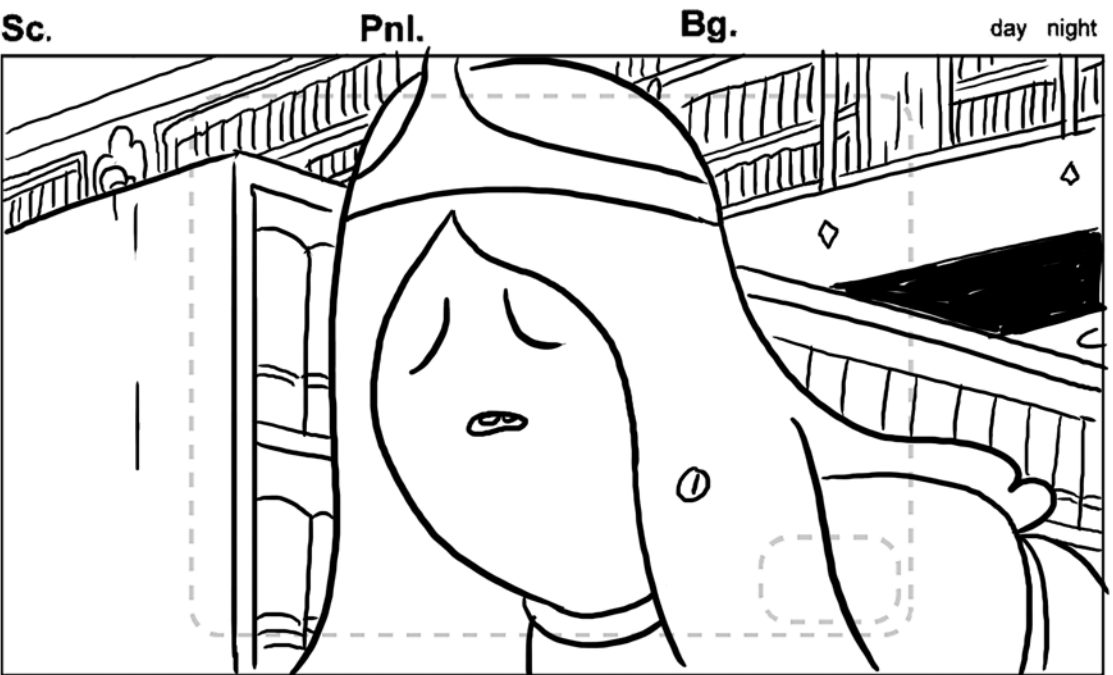
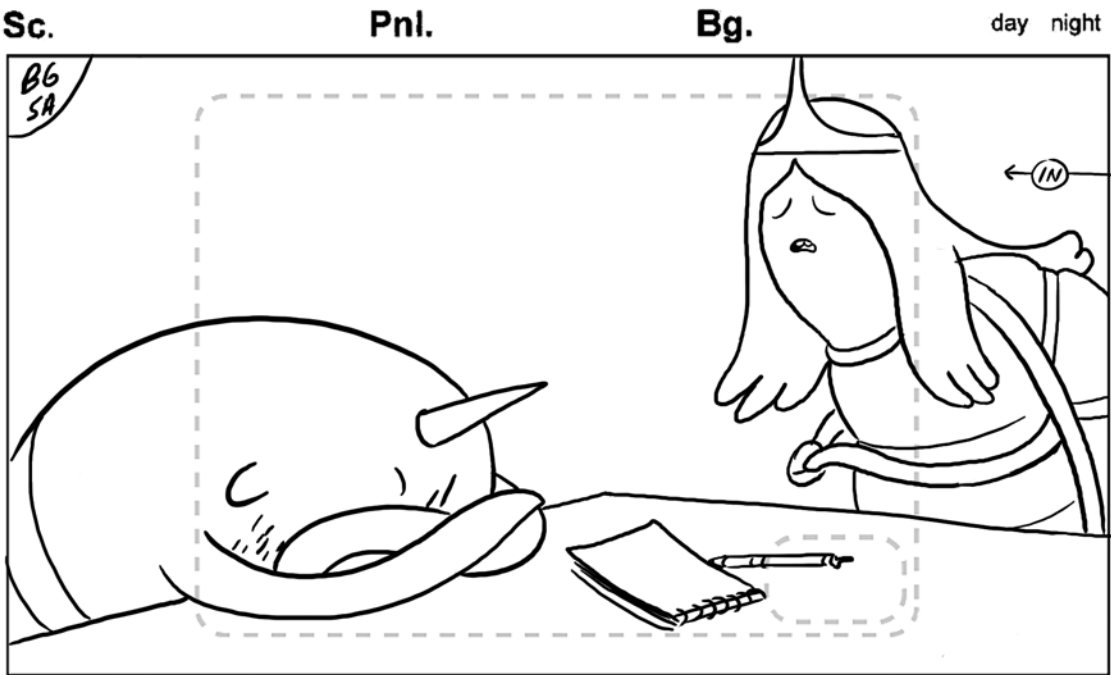
ADVENTURE TIME



Dialog:	TV/U66H!	
Action:	TOSSES NOTEPAD, PUTS HEAD DOWN ON TABLE ① ② ③ ④	
Timing:	 	

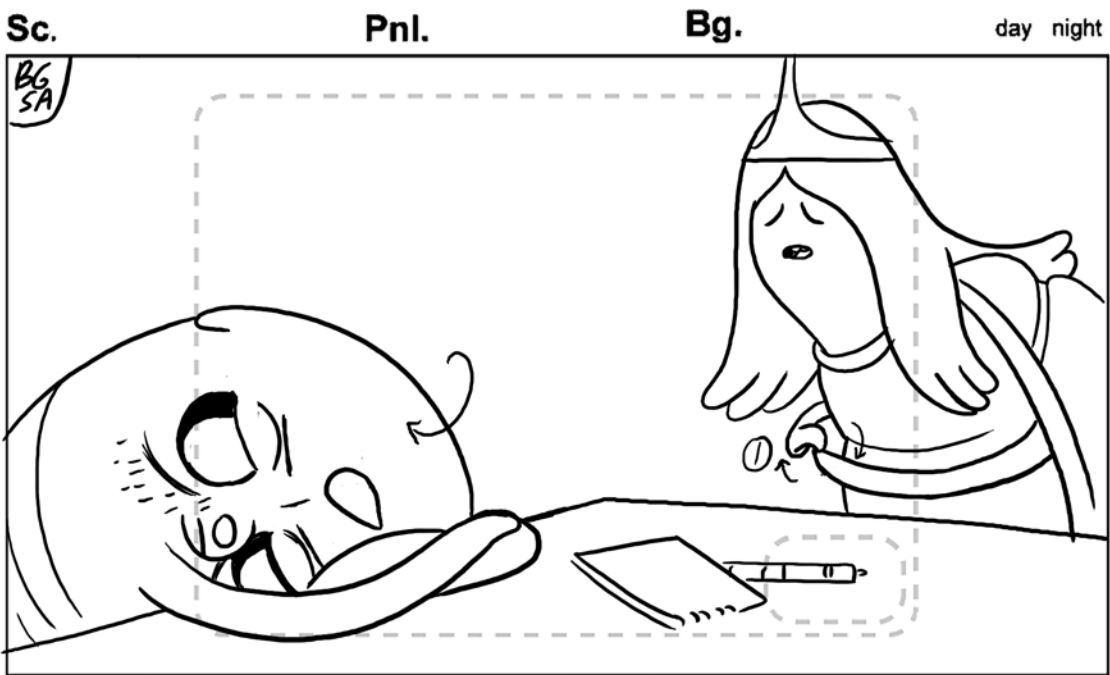
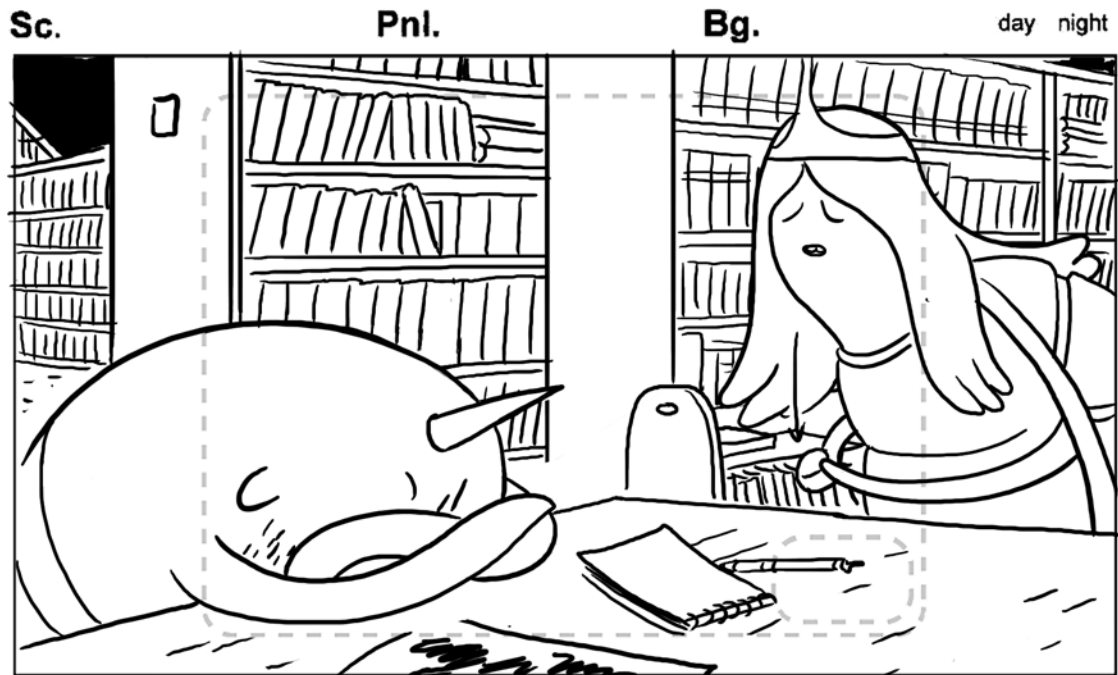
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ADVENTURE TIME



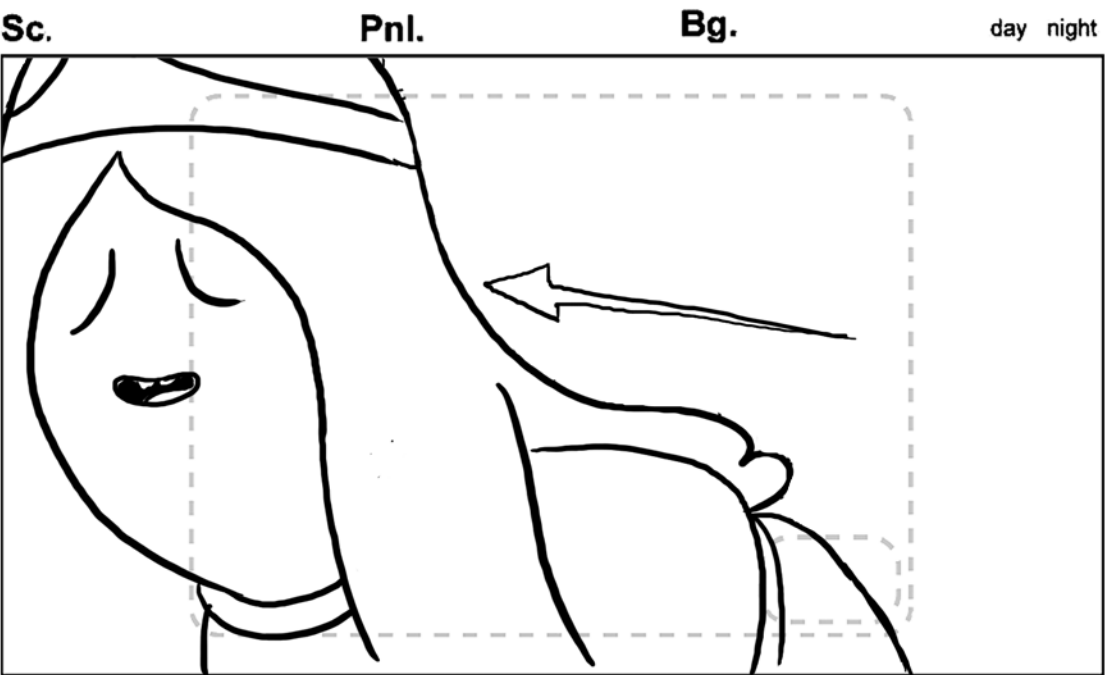
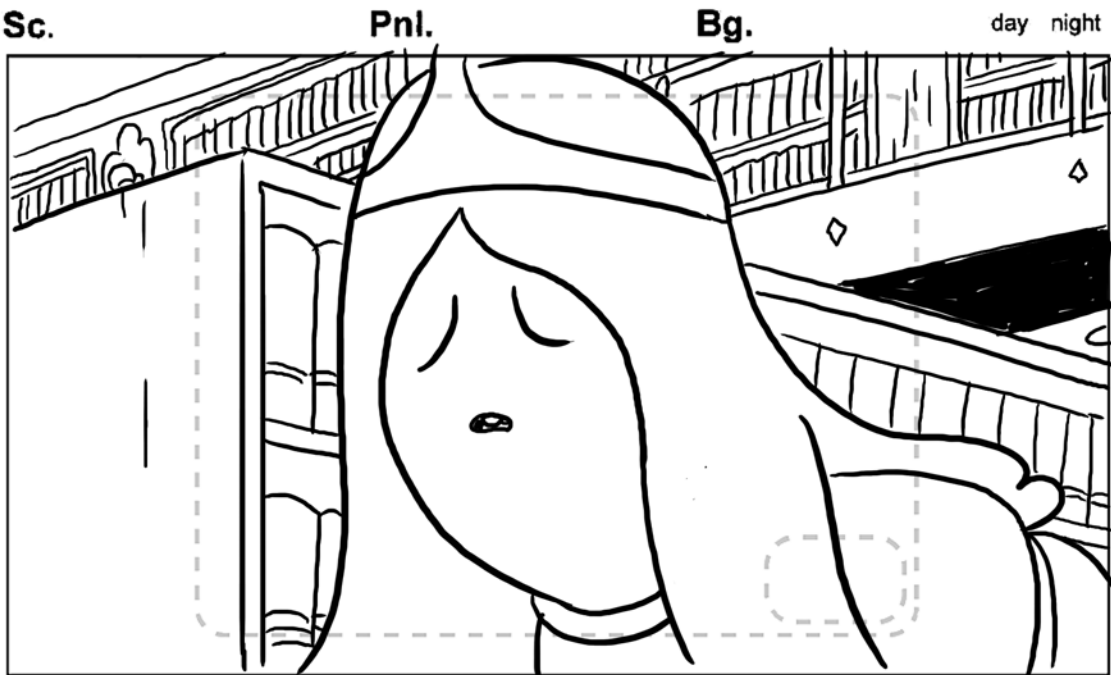
Dialog:	TURTLE PRINCESS / umm → SOME OF THE OTHER PATRONS ARE LIKE, 'SHH' ②	
Action:	TURTLE PRINCESS ENTERS	② 'SHH' MOTION
Timing:		

ADVENTURE TIME



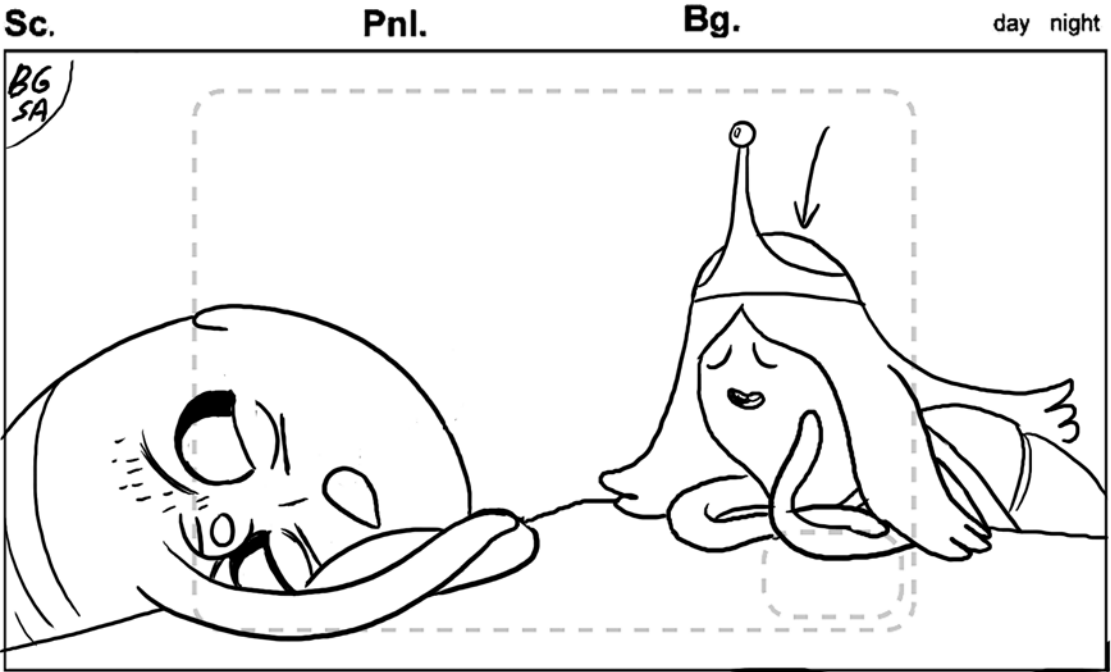
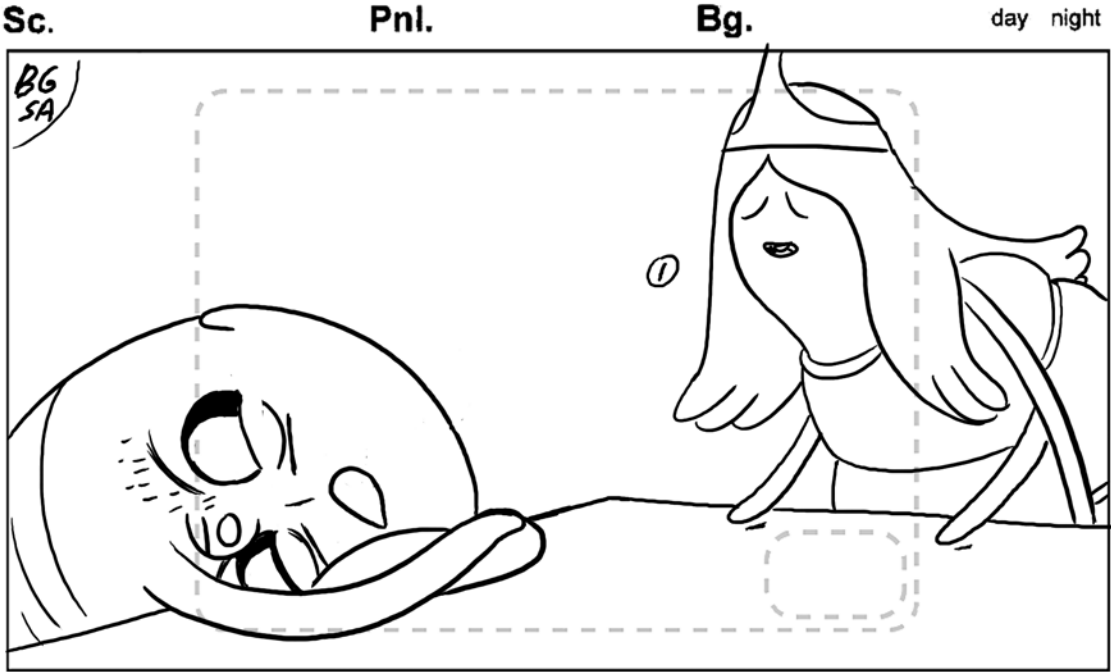
Dialog:	
TP/ THAT MEANS, UH	THEY WANT YOU TO KEEP IT DOWN?
Action:	
TP LOWERS HAND	-TV TURNS AWAY -TP'S HANDS CYCLE ①②
Timing:	

ADVENTURE TIME



Dialog:	<p><i>TP/ME, I DON'T MIND...</i></p> <p><i>TP/HEY, YOUR NAME'S TV, RIGHT?</i></p>
Action:	<p><i>TP MOVES FORWARD</i></p>
Timing:	

ADVENTURE TIME



Dialog:

TP/ YOU WANNA GO CHECK OUT THE STACKS?

Action: TP MOVING IN; IMMEDIATELY TO —————→ KNEELS DOWN

Timing:

ADVENTURE TIME



Sc. Pnl. Bg. day night

BG
SA

Sc. Pnl. Bg. day night

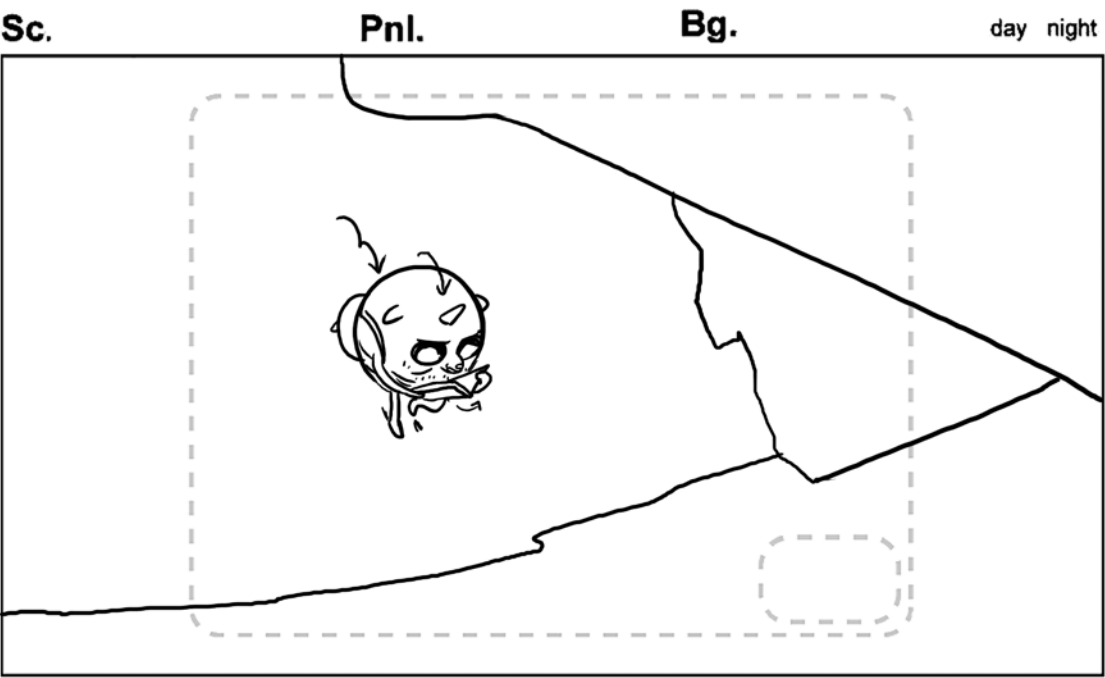
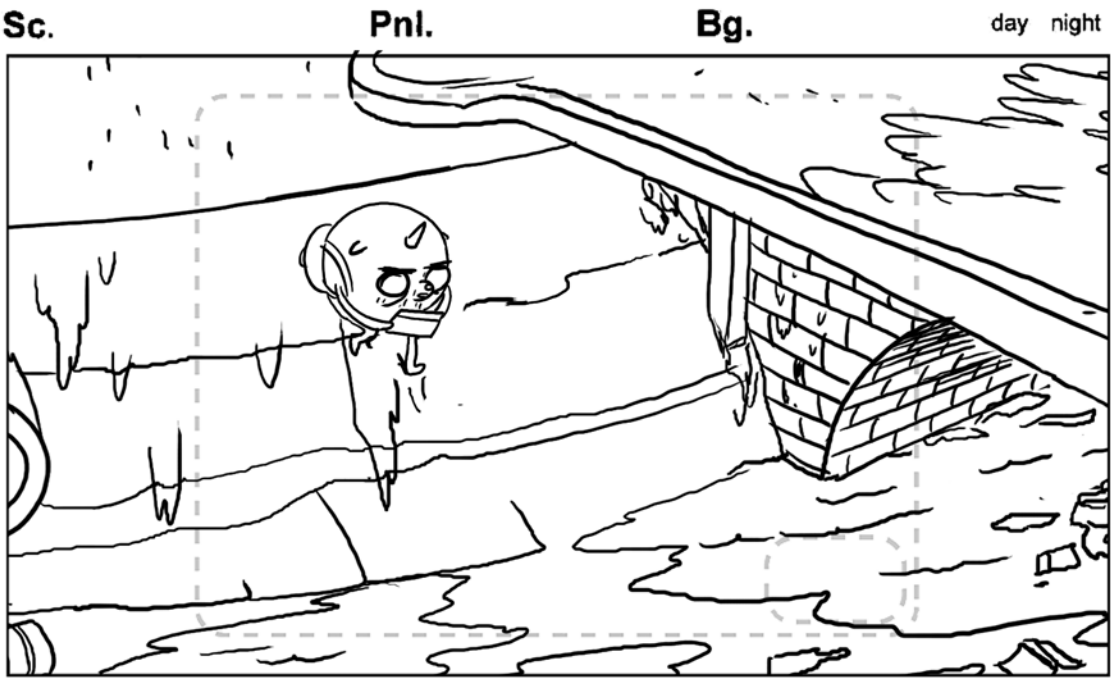
Dialog: TV (OBLIVIOUS TO TP) / MAYBE IF I RETURN TO THE SCENE

Action: -TV SITS UP
-DETERMINED FACE

Timing:

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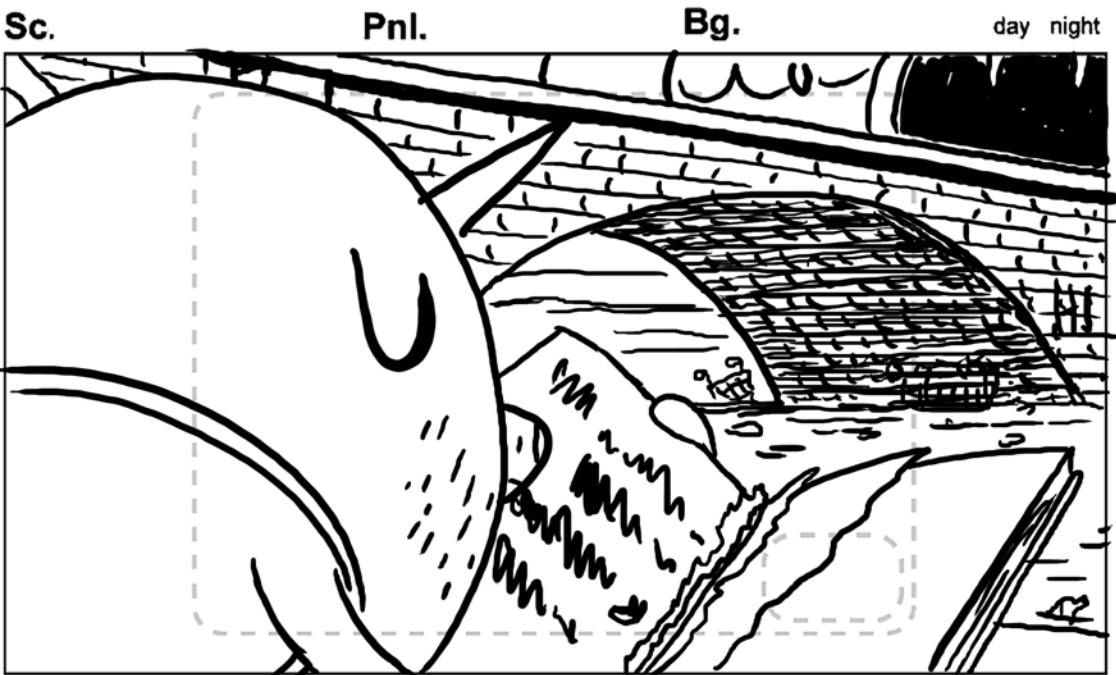
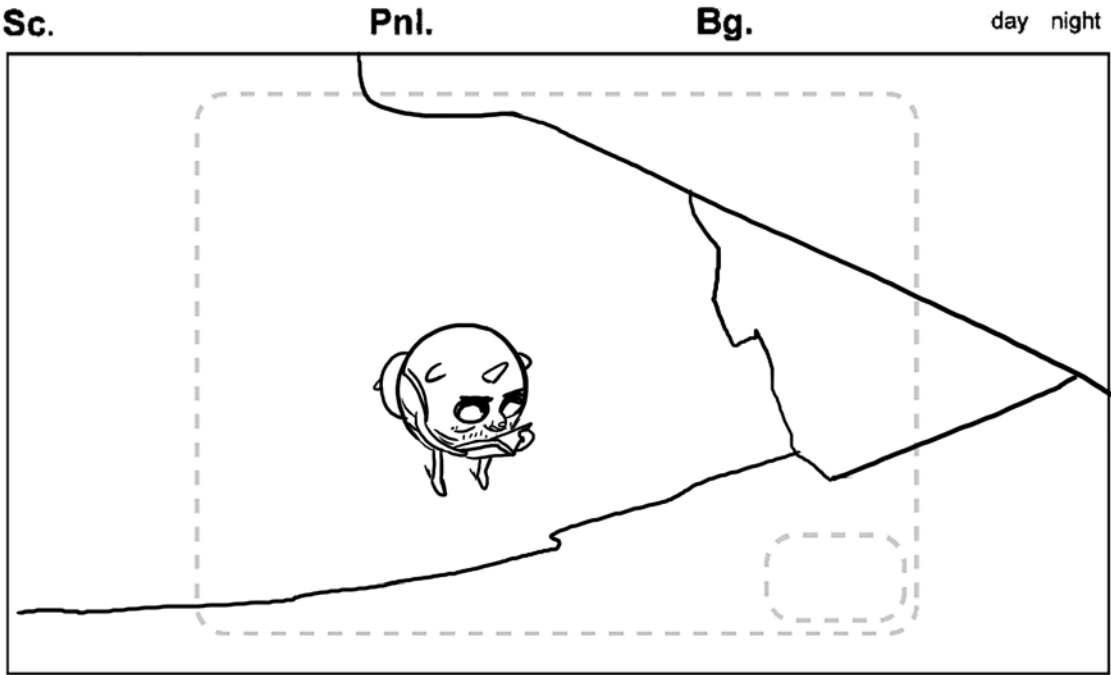
ADVENTURE TIME



Dialog:	TV/ I GOTTA GET INTO THE MIND OF THIS KID
Action:	WALKING DOWN HILL → - OPENS DIARY
Timing:	

EPISODE # 1025 - 190
Production :

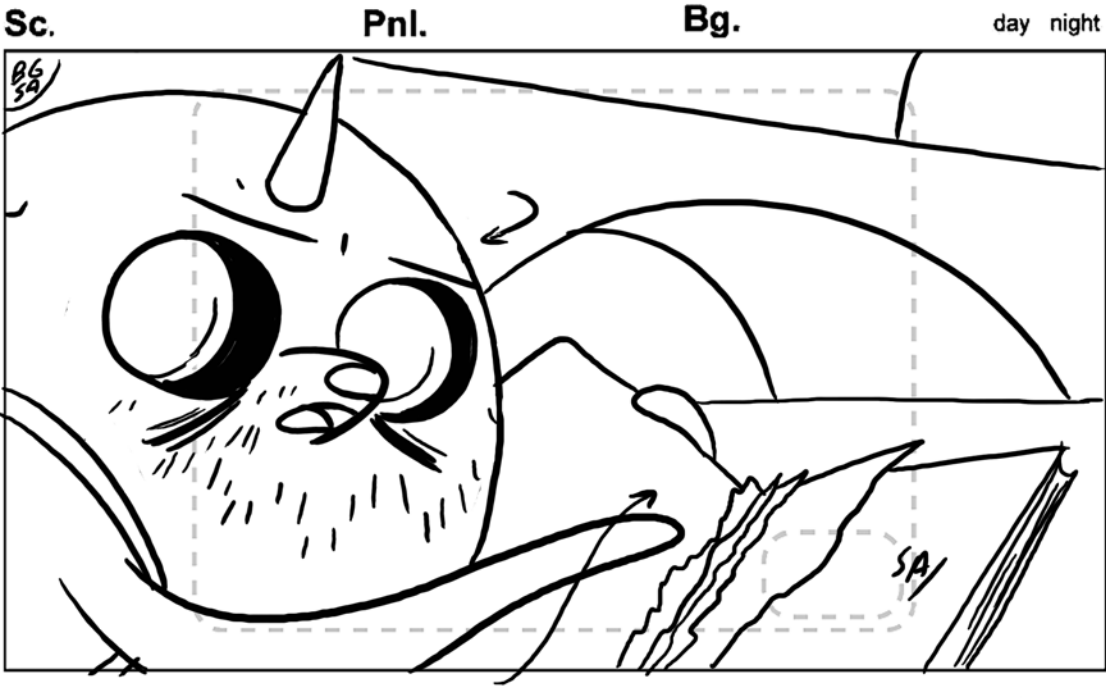
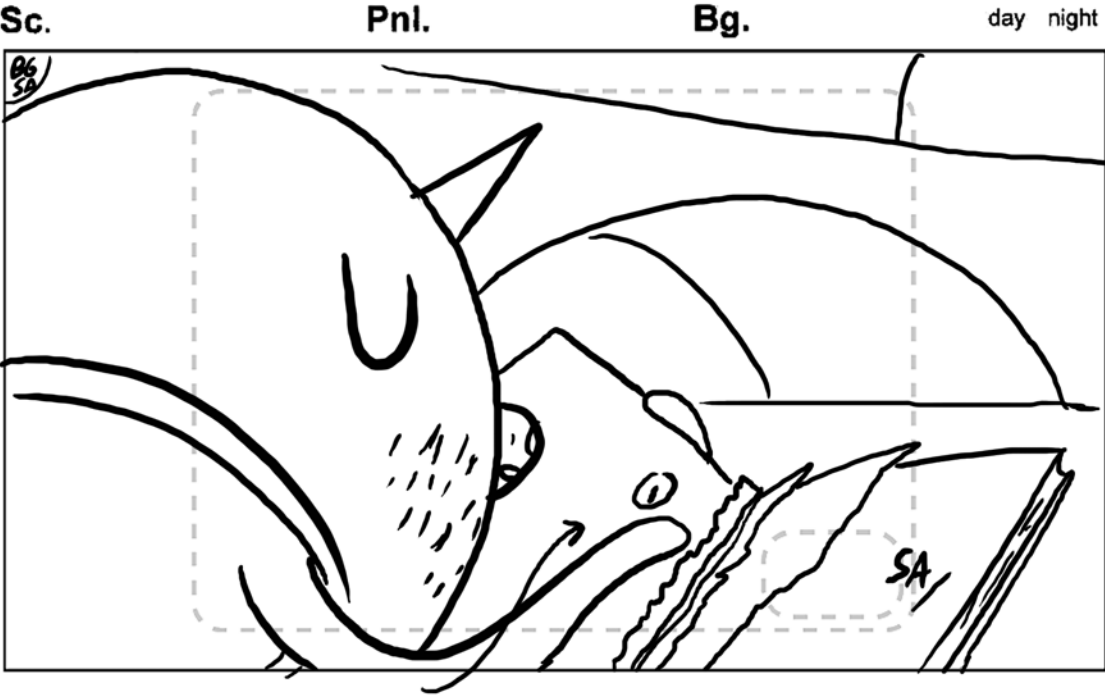
ADVENTURE TIME



Dialog:
TV/ROLE-PLAY
Action:
Timing:

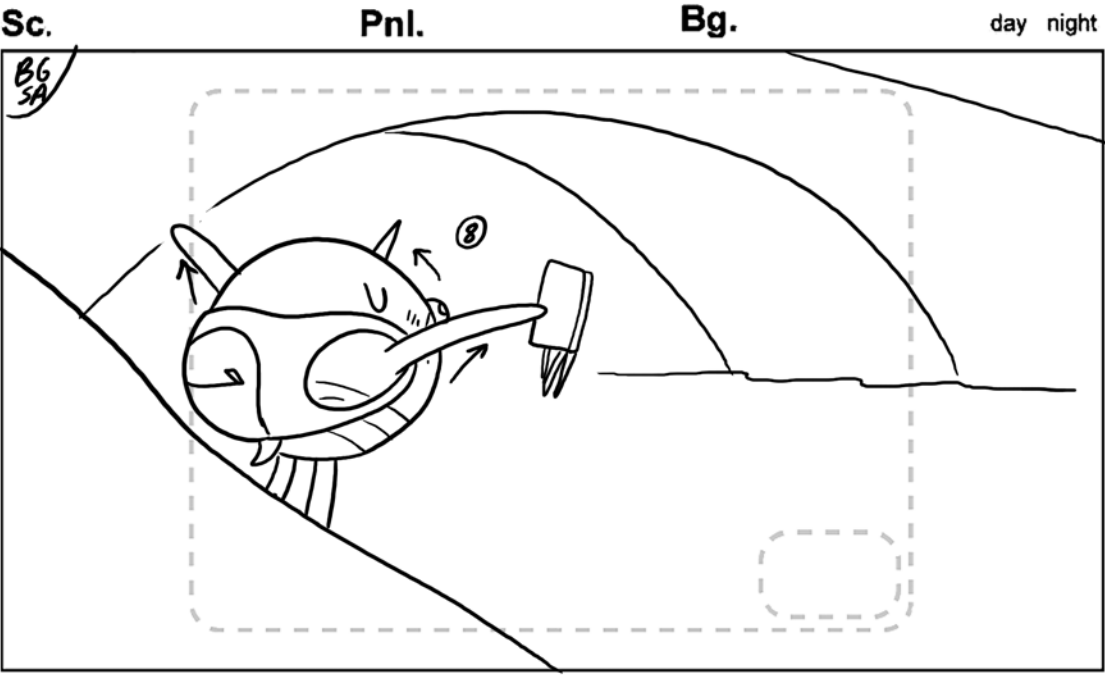
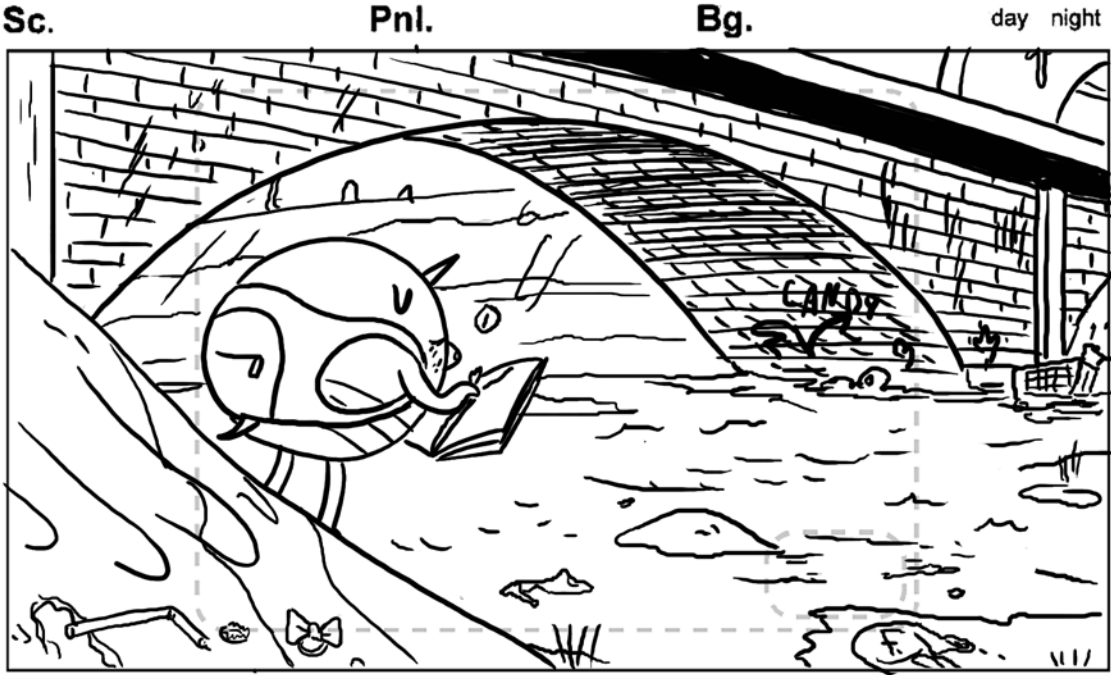
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ADVENTURE TIME



Dialog:	TV ('GIRL VOICE') / ARE YOU HAPPY NOW?!
Action:	- TURNS AS HE RIPS
Timing:	

ADVENTURE TIME



Dialog:

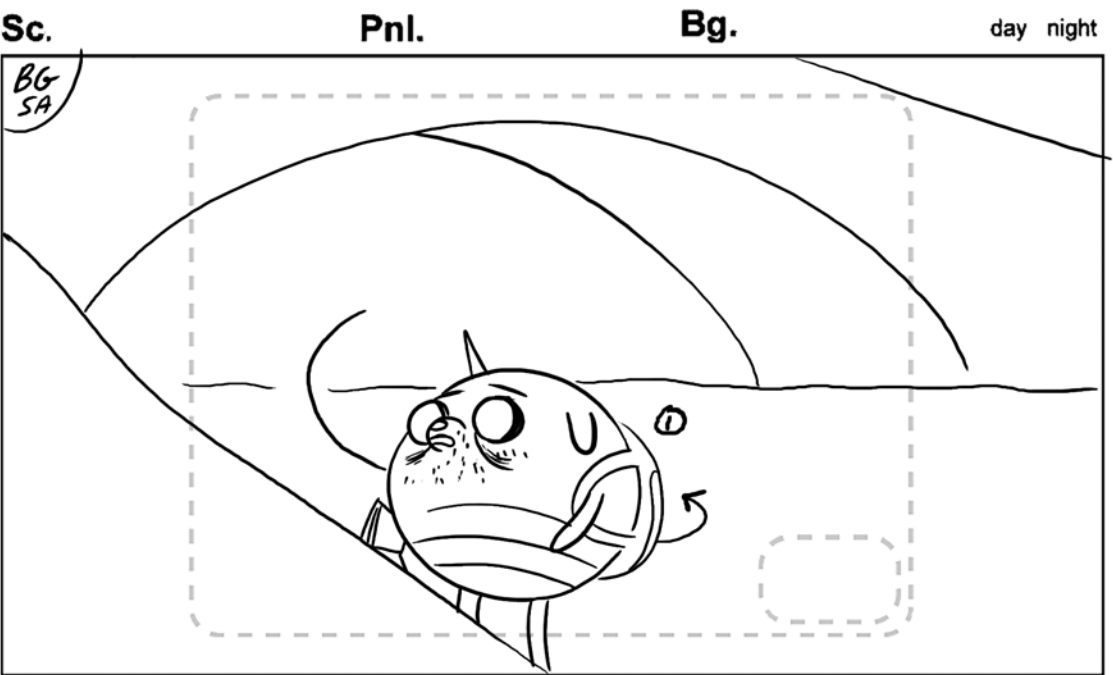
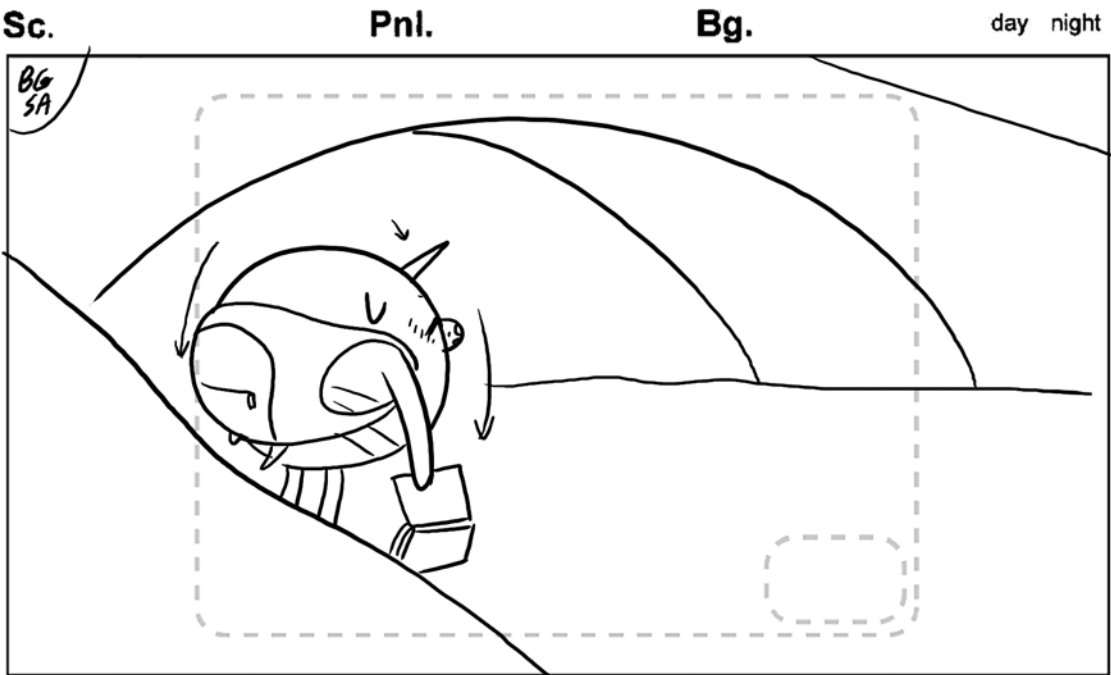
TV (GIRL VOICE) / ⑥ GRUNT! ⑦ SPLDOOSH!

Action: -PRETENDS TO THROW DIARY IN MOAT ①-⑦

Timing:

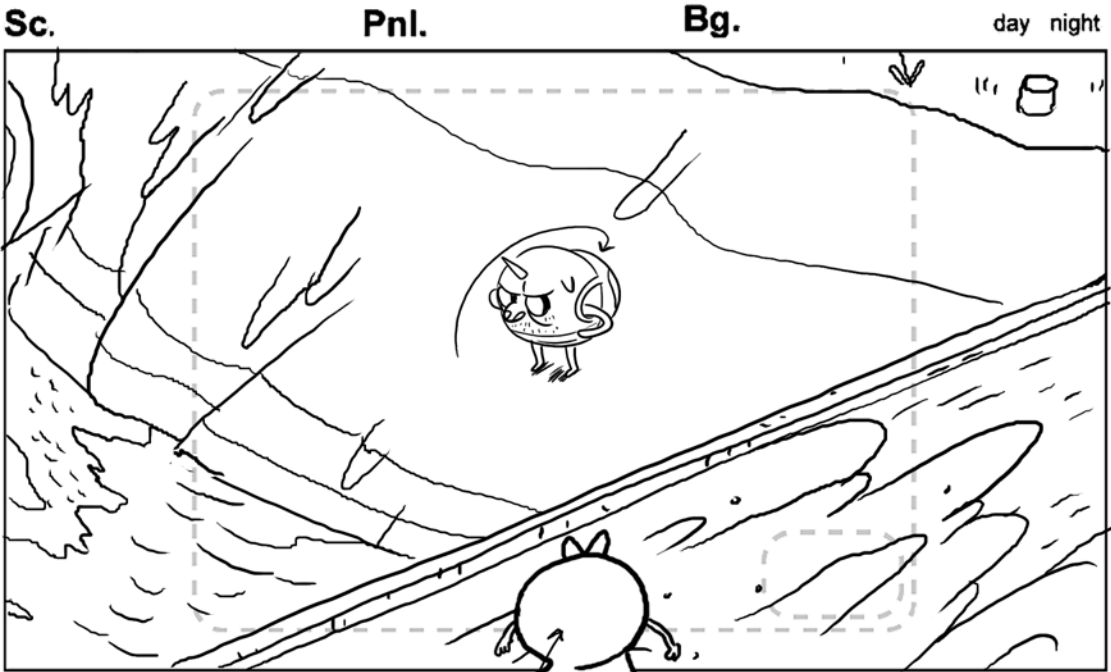
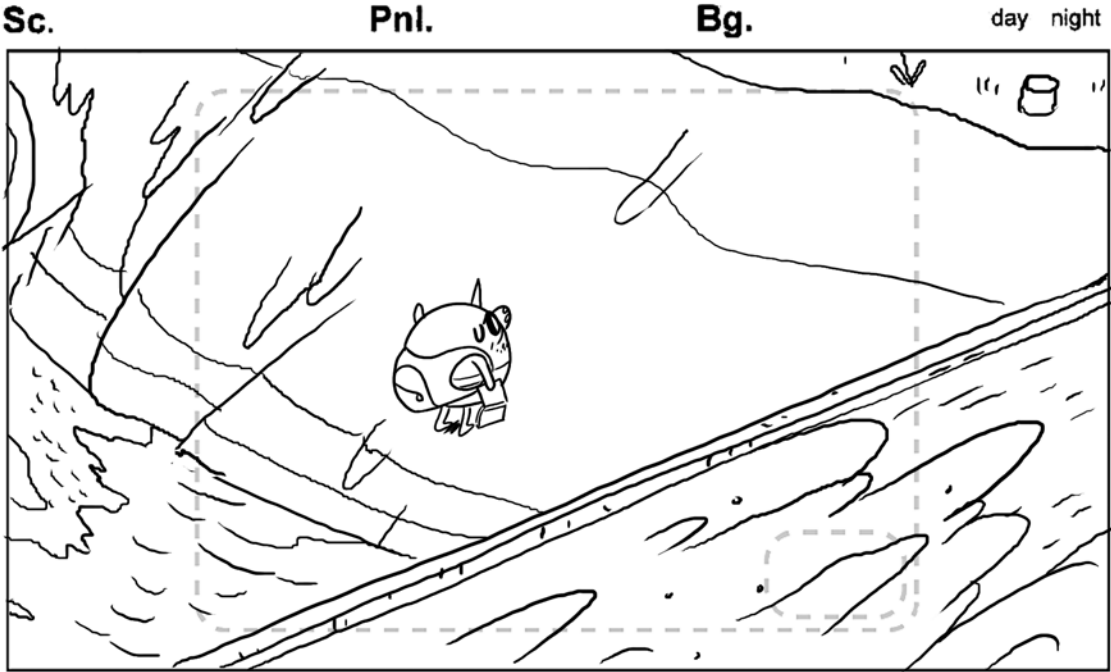
⑧ THROWS ARMS UP IN 'EXPLODING' MOTION

ADVENTURE TIME



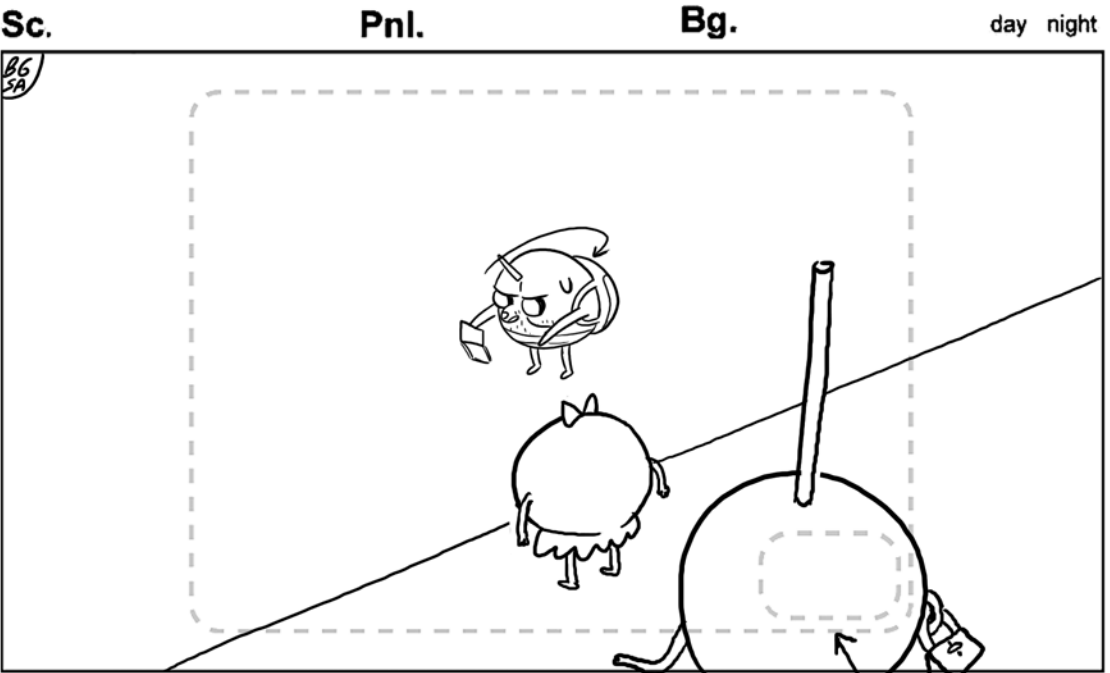
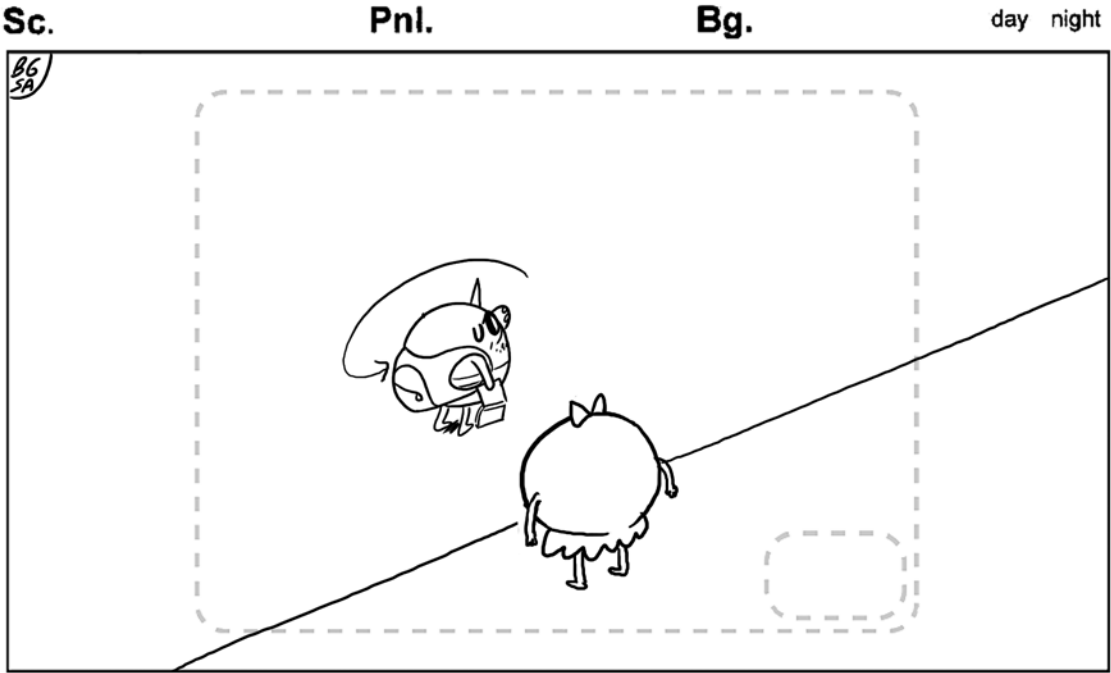
Dialog:	TV (GIRL VOICE) / (BEAT) MY SECRET IS SAFE. AT THE BOTTOM OF THIS DISGUSTING MOAT.	TV (BOY VOICE) / OH OH BP! WHAT HAVE YOU DONE?!
Action:	FLOPS ARMS DOWN	URNS, PRETENDING TO FACE 'BP'
Timing:		

ADVENTURE TIME



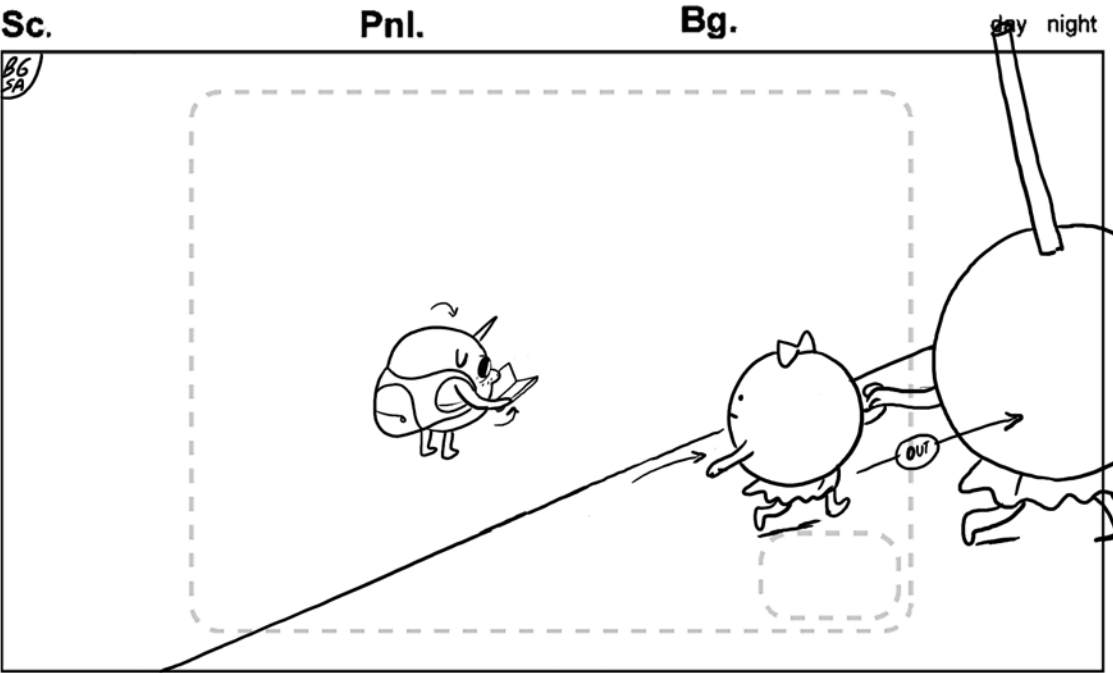
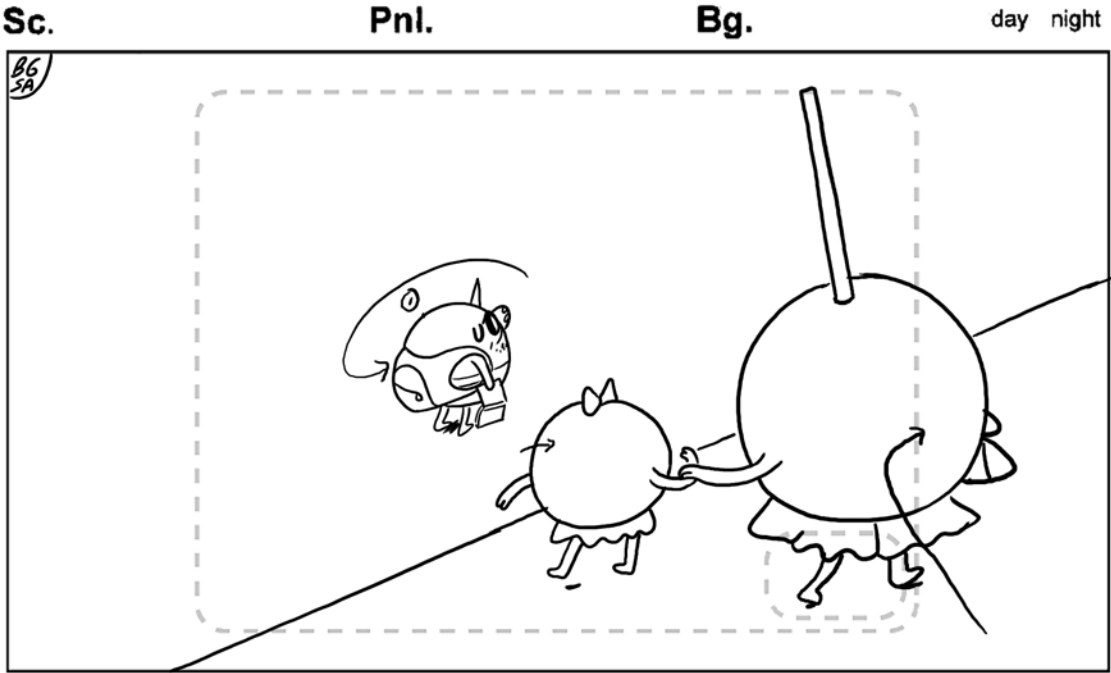
Dialog:	TV (GIRL VOICE) / WHAT HAVE I DONE? OH THAT'S RICH!
Action:	- TV TURNS TO FACE 'BOY JUSTIN' - CANDY KID ON BRIDGE ENTERS
Timing:	

ADVENTURE TIME




Dialog:	TV (BOY VOICE) / STOP PUSHING ME AWAY!	TV (GIRL VOICE) / I'M SICK OF THE LIES! SICK, SICK, SICK!
Action:	- TV TURNS TO FACE 'BP' - CANDYKID WATCHES	- TV TURNS TO FACE 'BOY/JUSTIN' - CANDY MOM ENTERS
Timing:		

ADVENTURE TIME

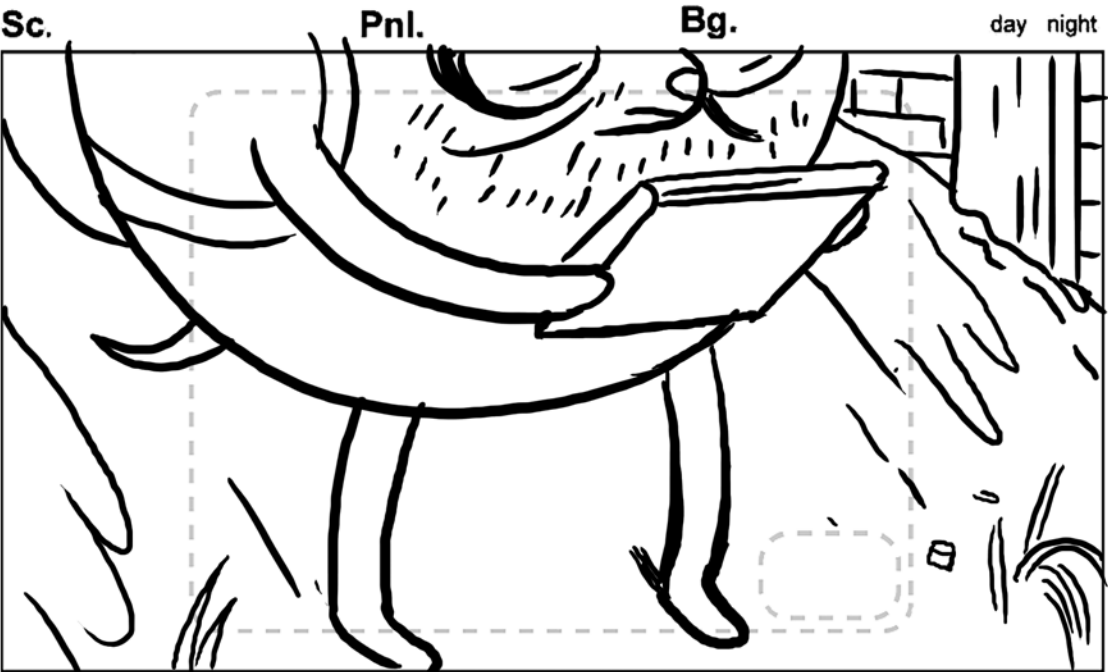
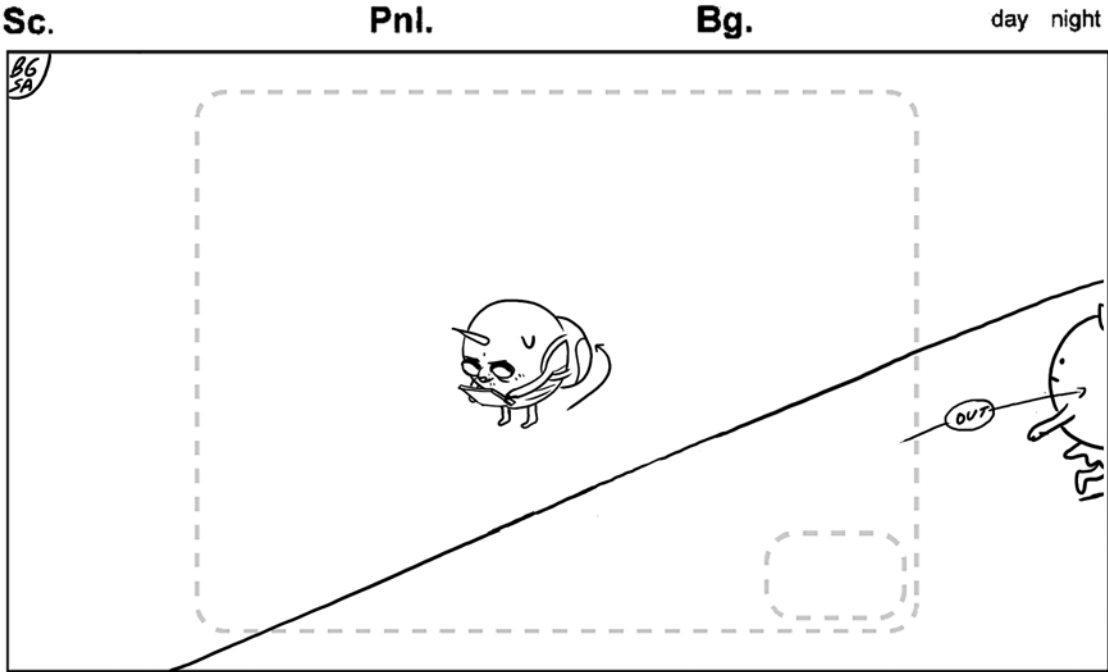


EPISODE # 4025 - 190

Dialog:		TV (BOY VOICE) / BABE! UM... ② I SAID I'M SORRY..?	
Action:			<ul style="list-style-type: none">- TV LOOKS AT DIARY- MOM PULLS KID AWAY QUICKLY- KID KEEPS LOOKING AT TV
	<ul style="list-style-type: none">- TV TURNS TO 'BP'- ② SMALL MOV'T OF ARMS- MOM GRABS KID BY UPPER ARM		
Timing:			

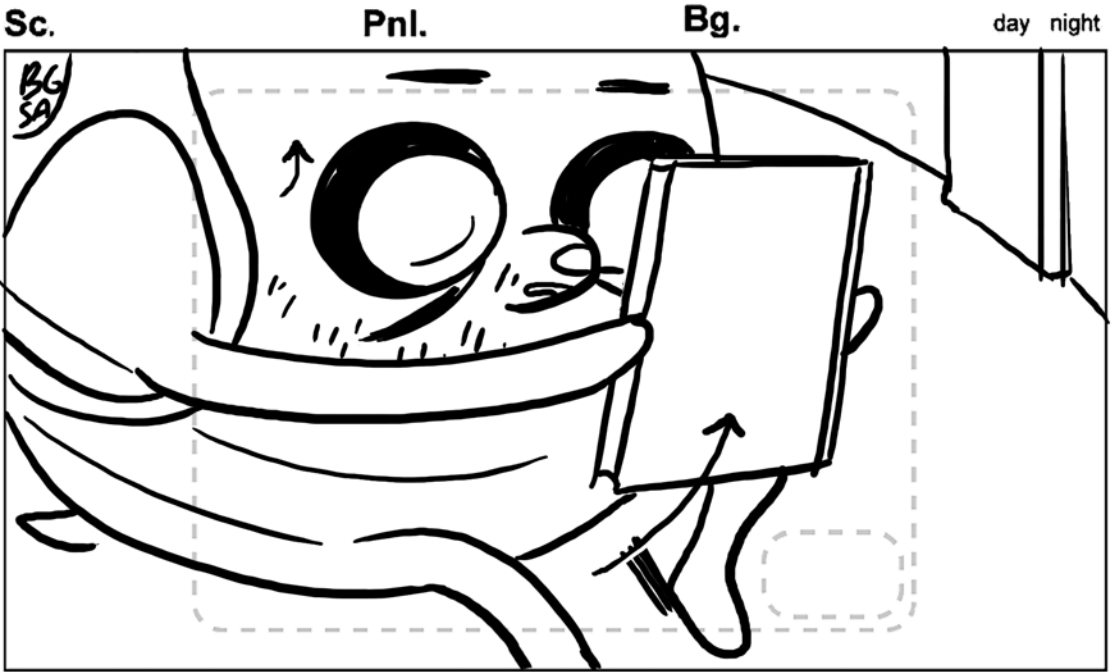
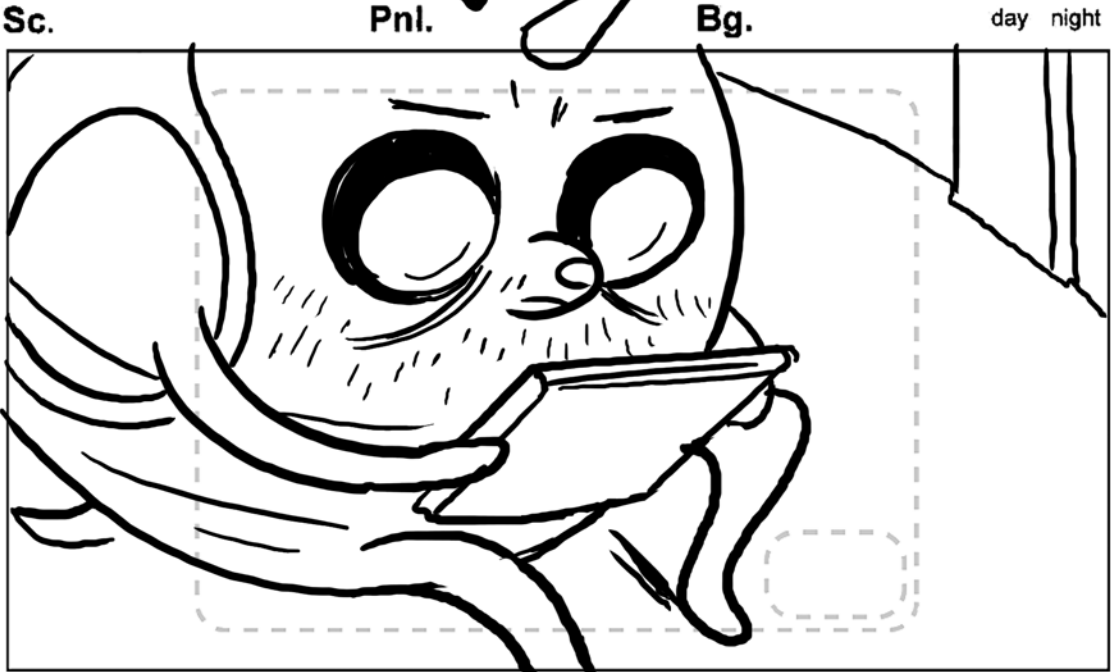
Production :

ADVENTURE TIME



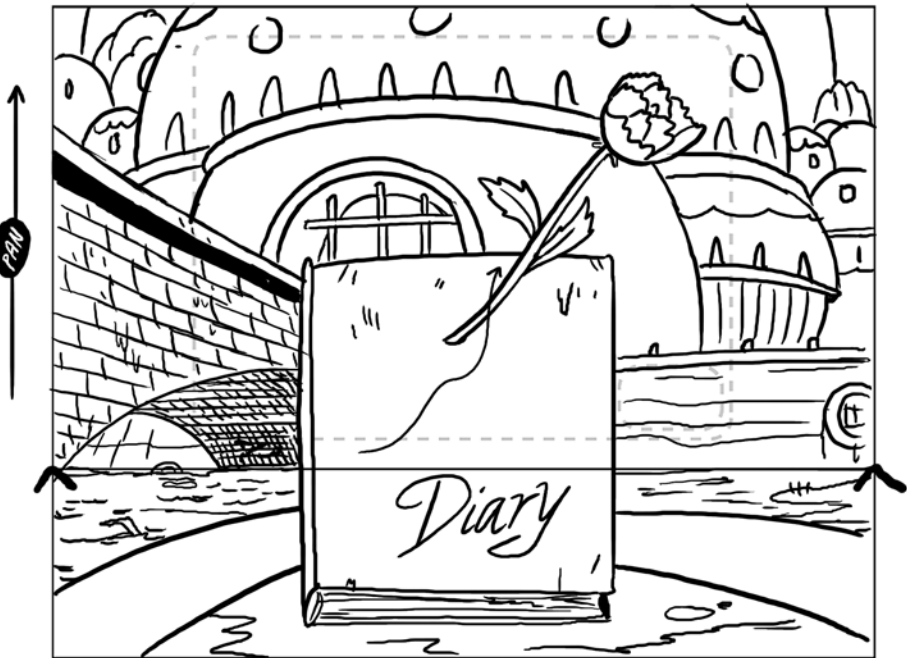
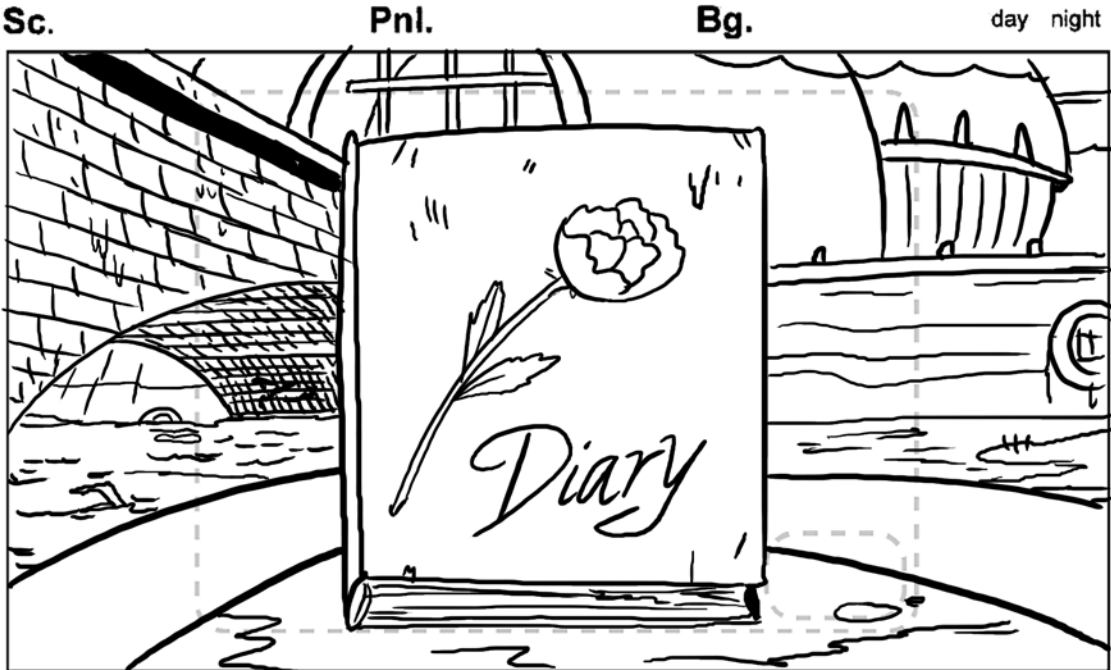
Dialog:	TV (SELF) / UMM
Action:	- TV TURNS, WHILE LOOKING AT DIARY'S COVER - KID EXITS
Timing:	

ADVENTURE TIME



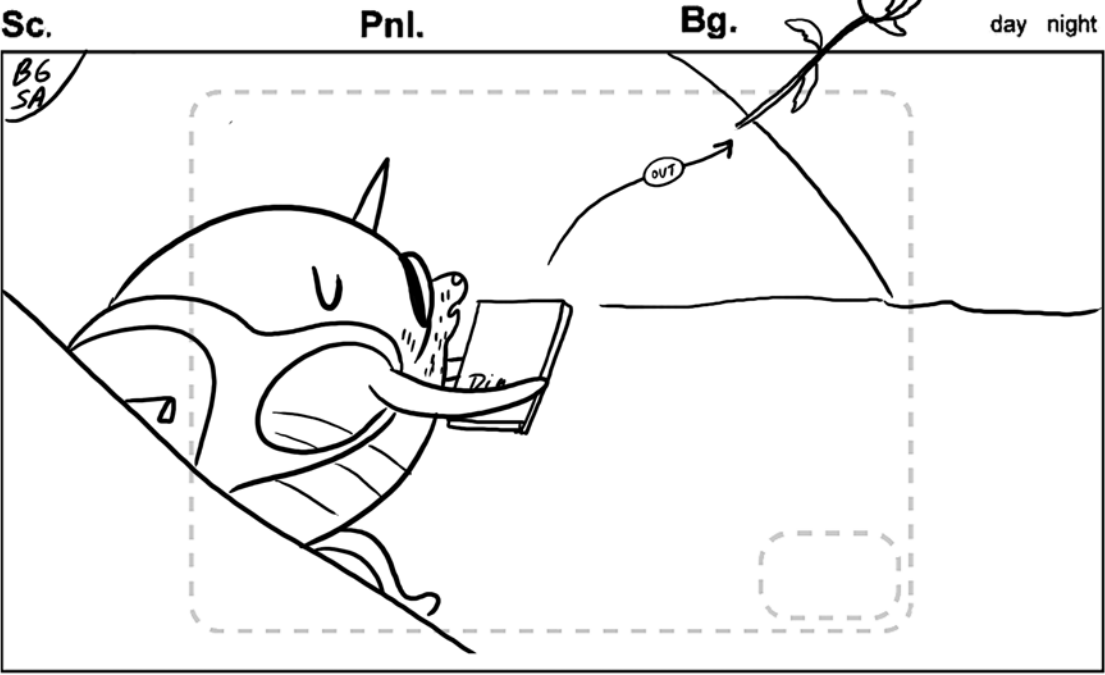
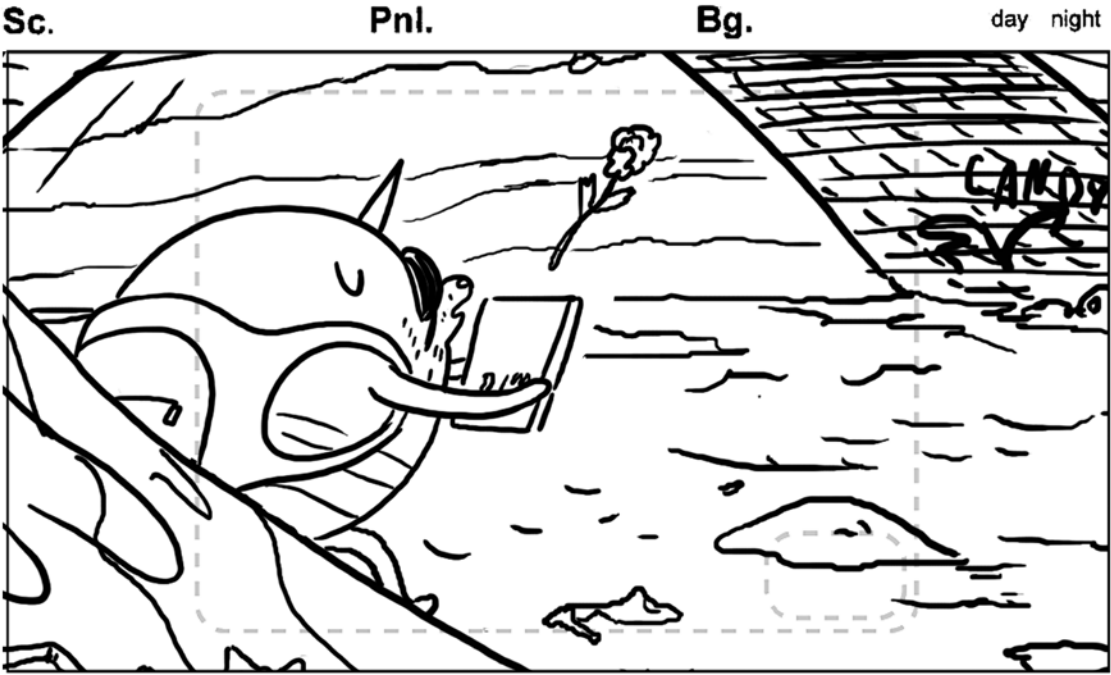
Dialog:	TV (GIRL VOICE) / YOU DON'T KNOW ME
Action:	TV SITS, LOOKING @ DIARY HOLDS UP DIARY
Timing:	

ADVENTURE TIME



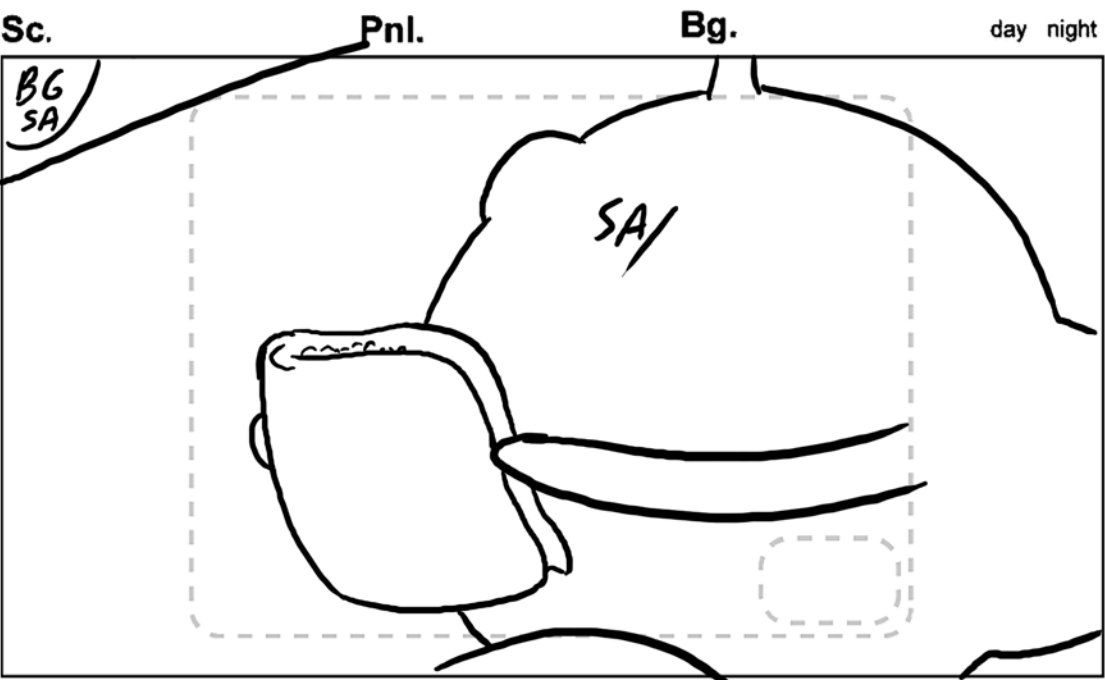
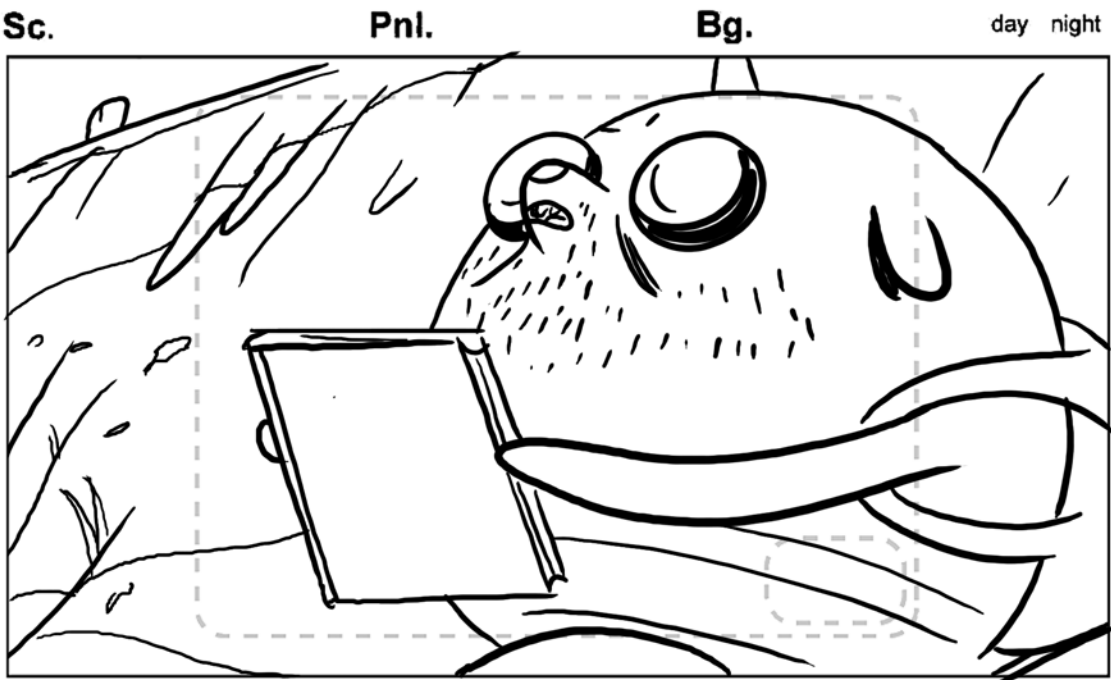
Dialog:	TV (GIRL VOICE) / NOBODY KNOWS ME	TV (GIRL VOICE) / LEAVE ME ALONE—!
Action:	-ROSE ANIMATES/FLIES OFF COVER -PAN UP WITH ROSE	
Timing:		

ADVENTURE TIME



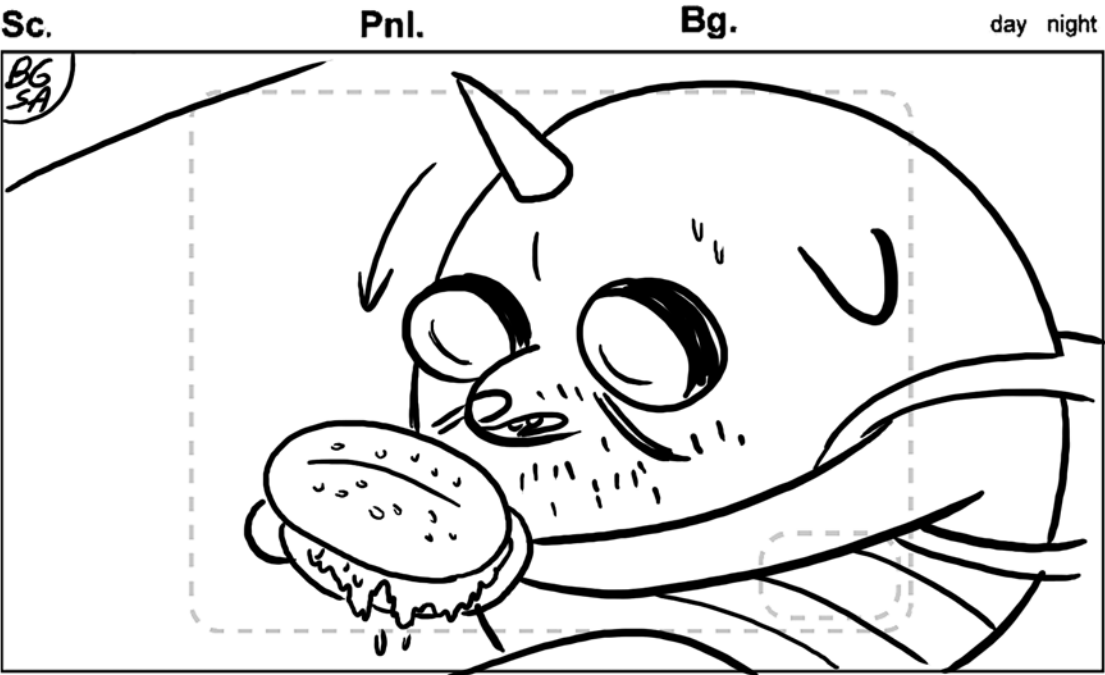
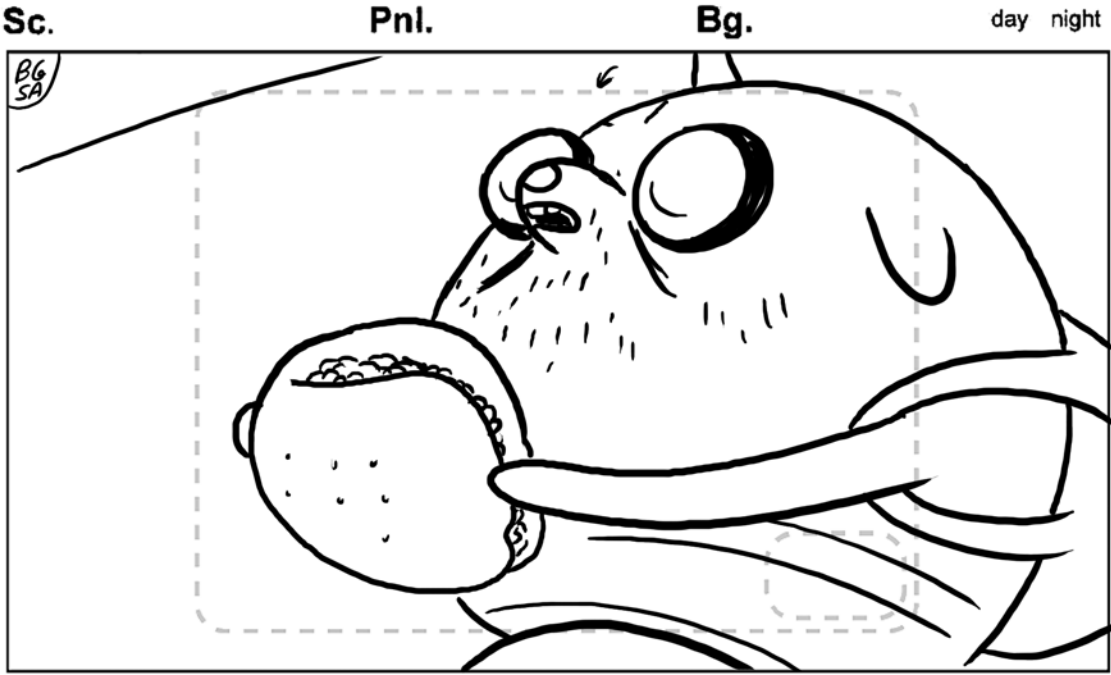
Dialog:	
Action:	ROSE FLIES OUT OF SCENE
Timing:	

ADVENTURE TIME



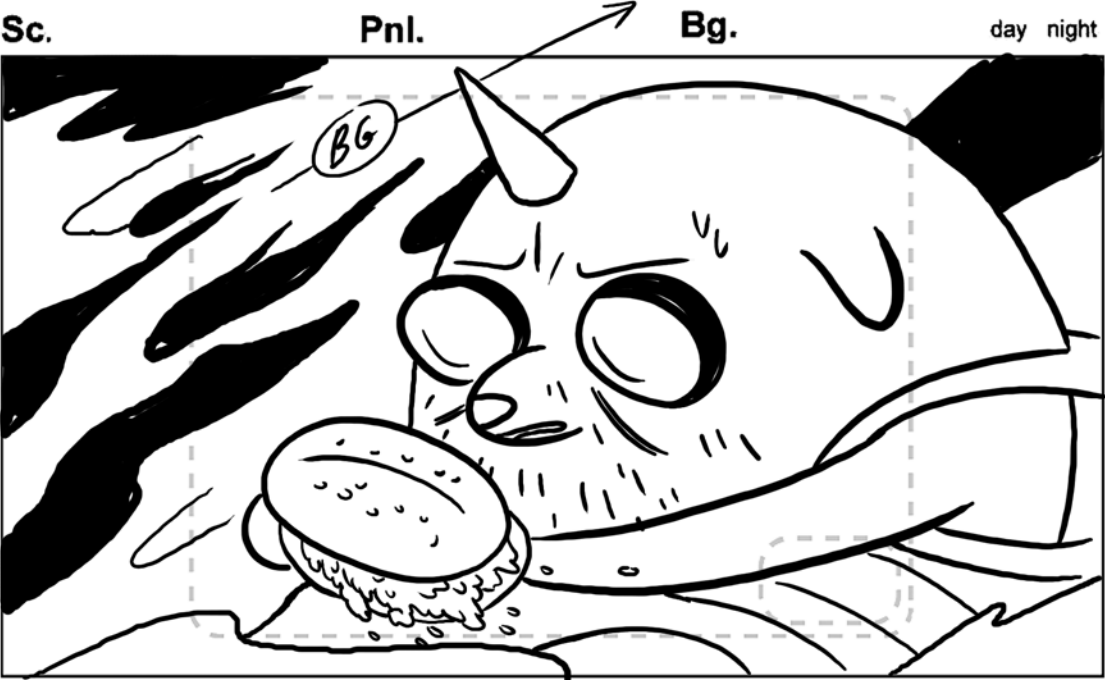
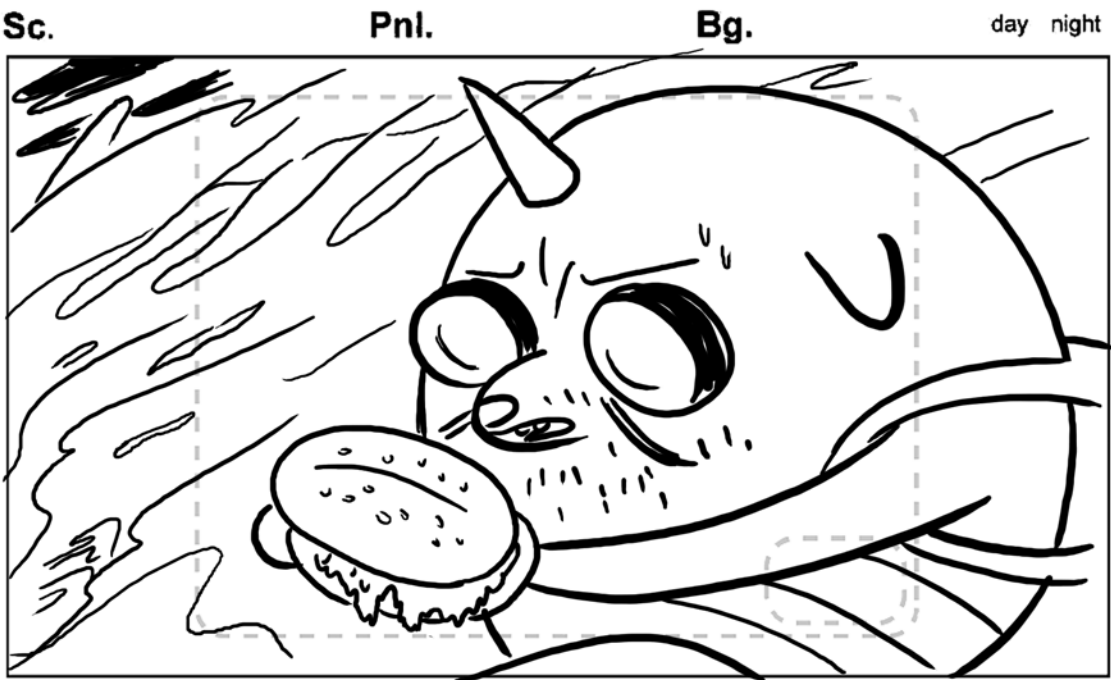
Dialog:	TV/GASP!
Action:	DIARY STARTS TO MORPH INTO SLOPPY JOE
Timing:	

ADVENTURE TIME



Dialog:	TV/ SLOPPY JOE -?
Action:	SLOPPY JOE MORPH - SLOPPY JOE COMPLETE - TV LOOKS DOWN ASTONISHED
Timing:	

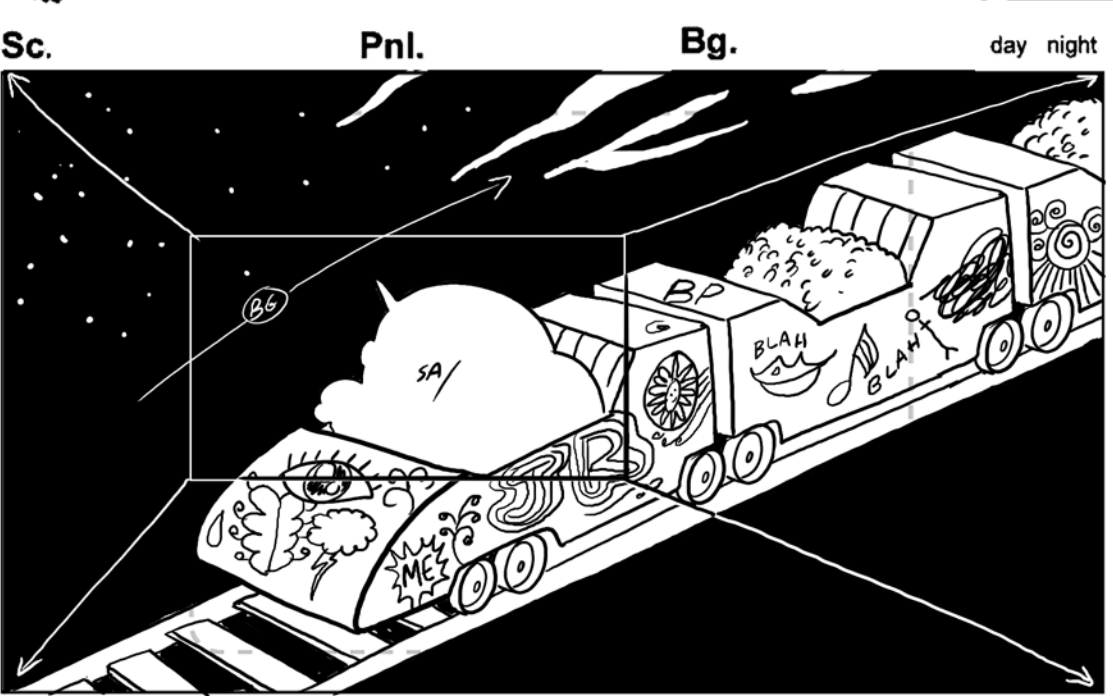
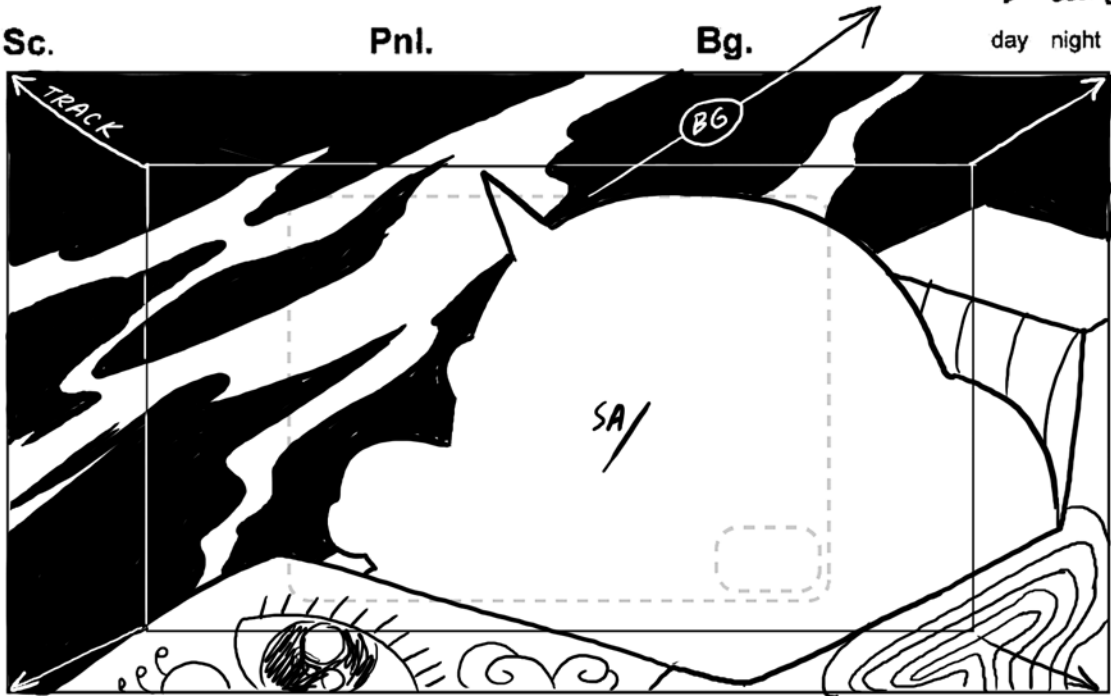
ADVENTURE TIME



Dialog:	TV/ I... <u>HATE</u> SLOPPY JOES!	
Action:	-BG GOES STREAKY	-ROLLERCOASTER CAR 'FOLDS' AROUND TV -SLOPPY JOE MEAT PICKED UP BY WIND
Timing:		

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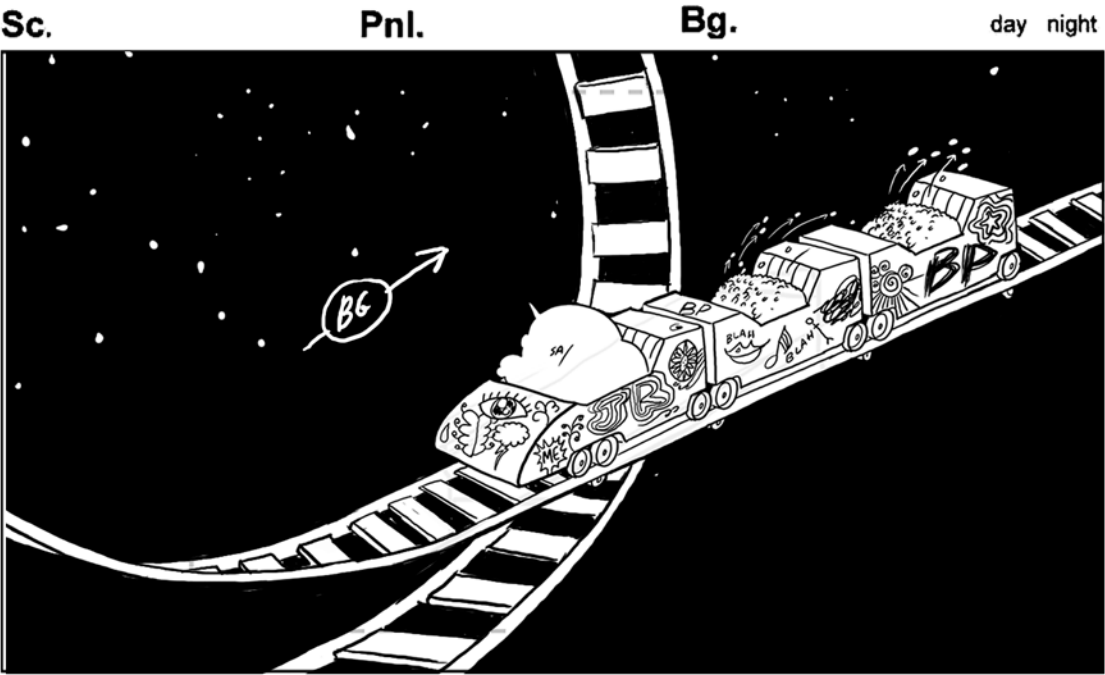
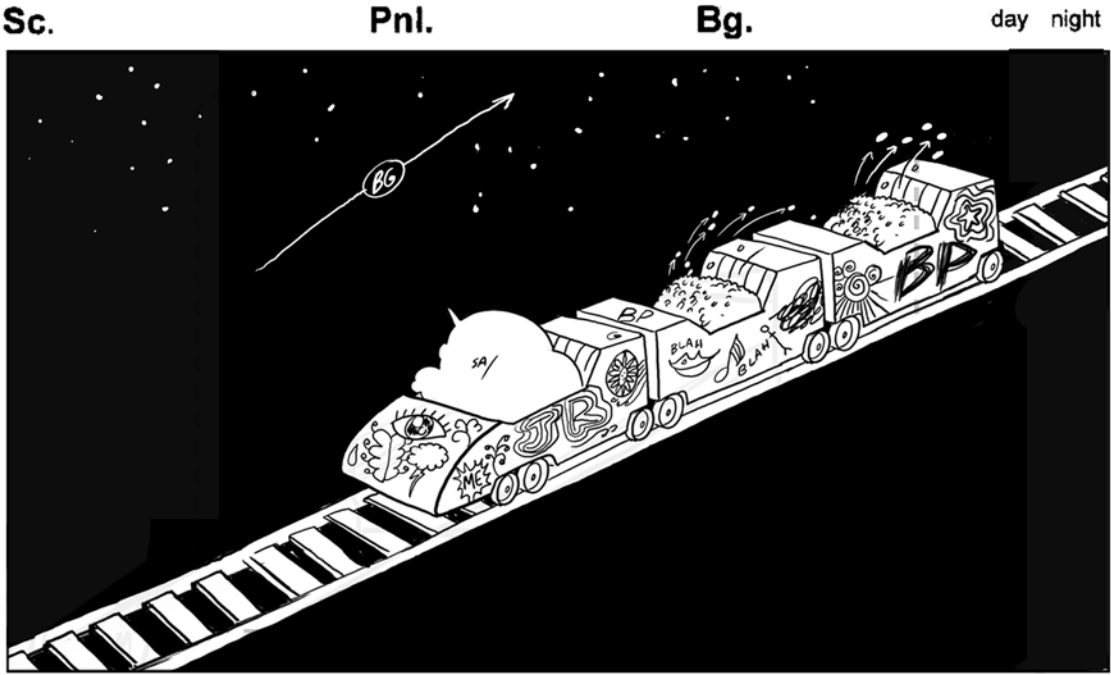
ADVENTURE TIME



Dialog:	
Action: - PAN OUT BEGINS → PAN CONT'D	
- BG WHIPPING BY, REVEALING BLACK SKY	
- STARS REVEALED	
- DODDLES ON CARS	
- PETALS IN CARS BEHIND TV	
Timing:	

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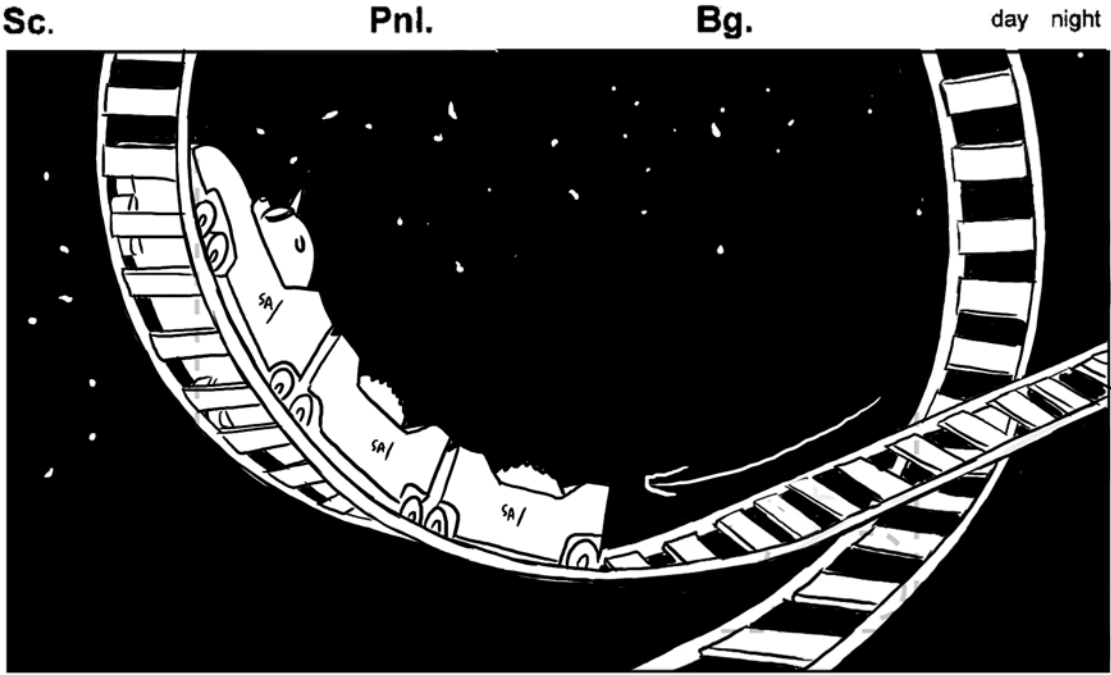
ADVENTURE TIME



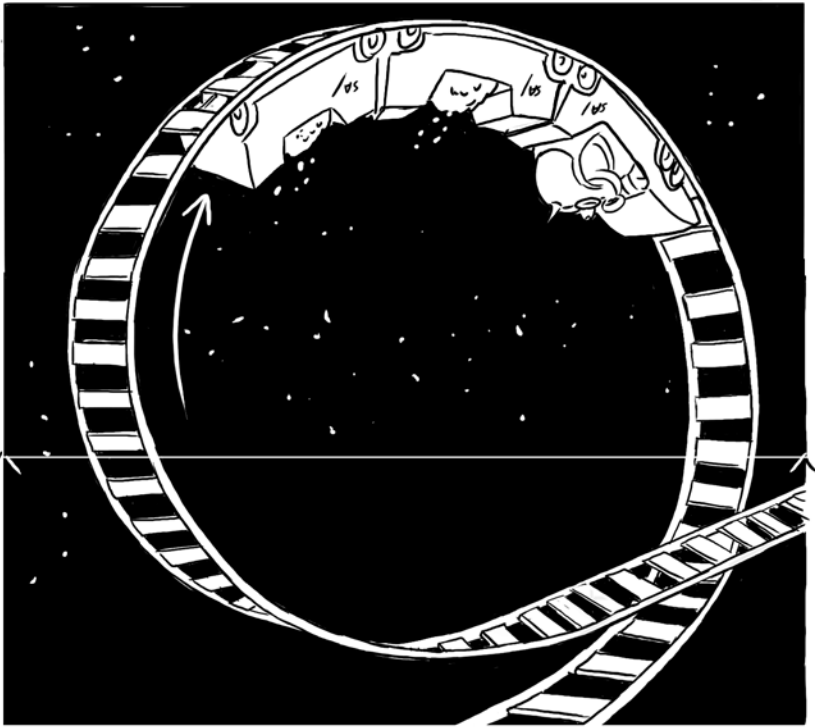
Dialog:
Action:
Timing:

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ADVENTURE TIME

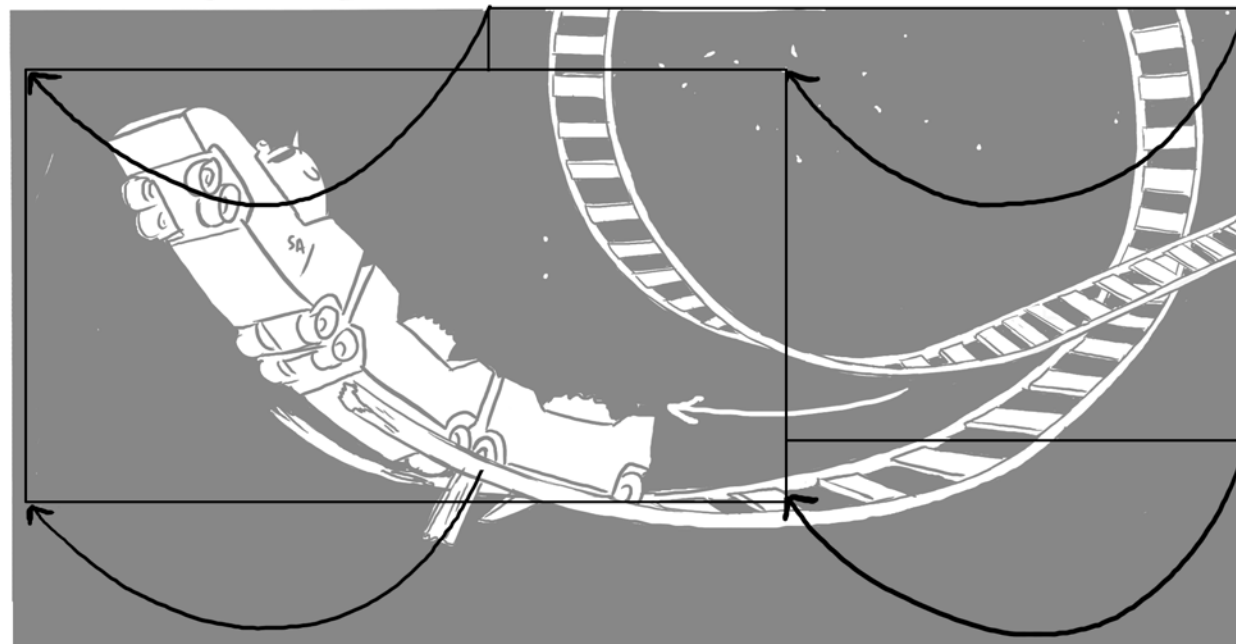
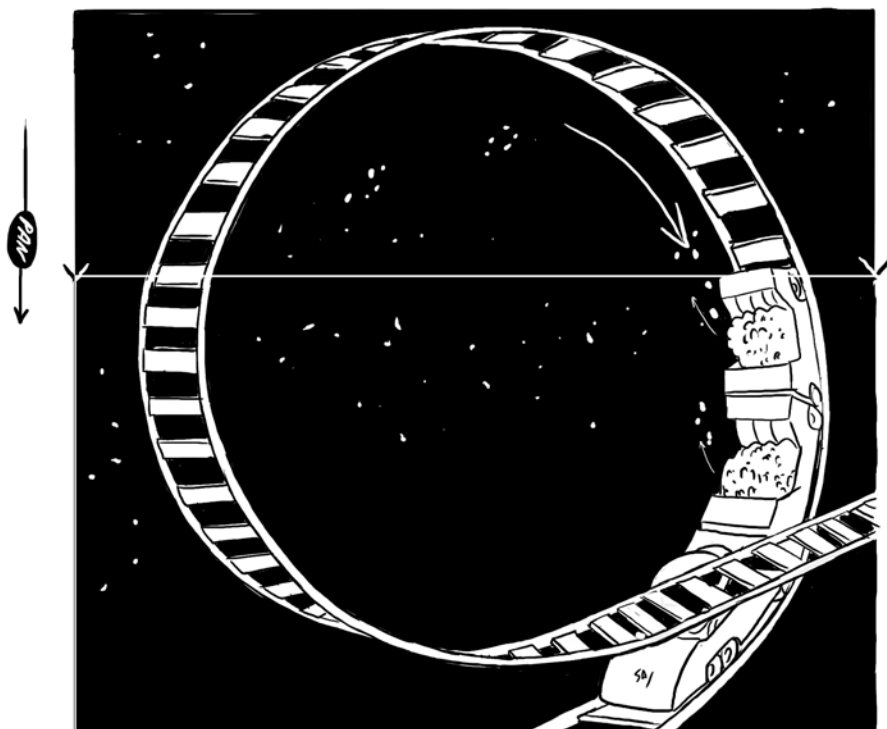


↑
PAN



Dialog:	
Action:	PAN UP ON LOOP
Timing:	

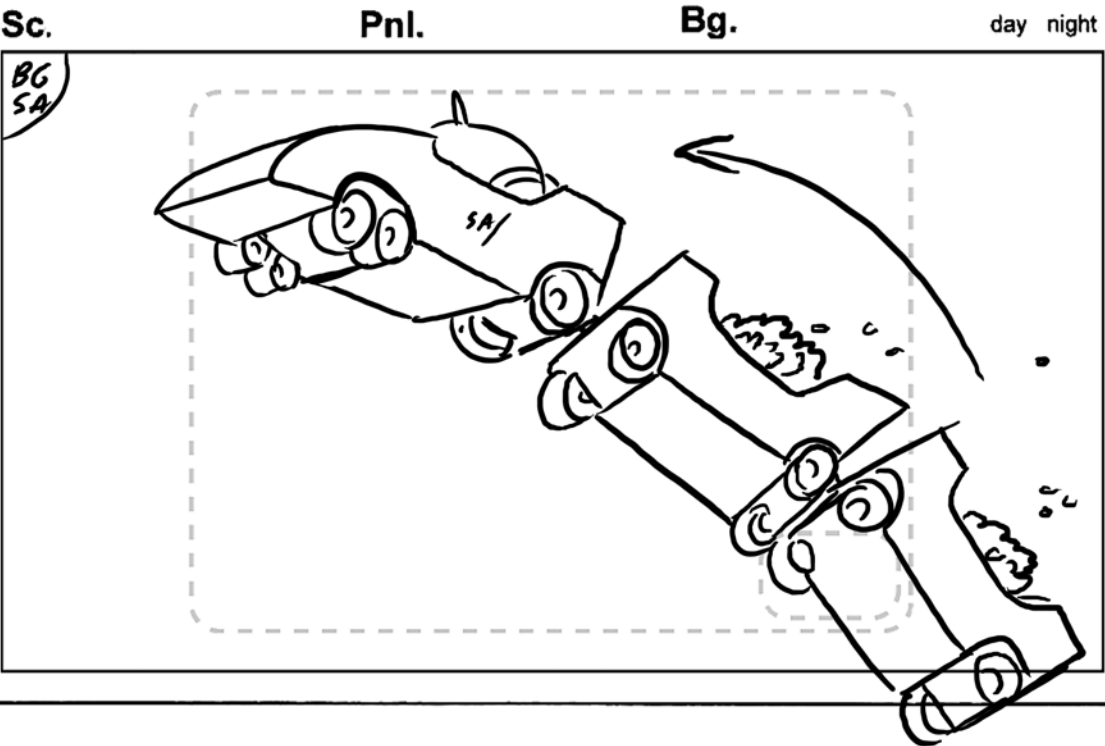
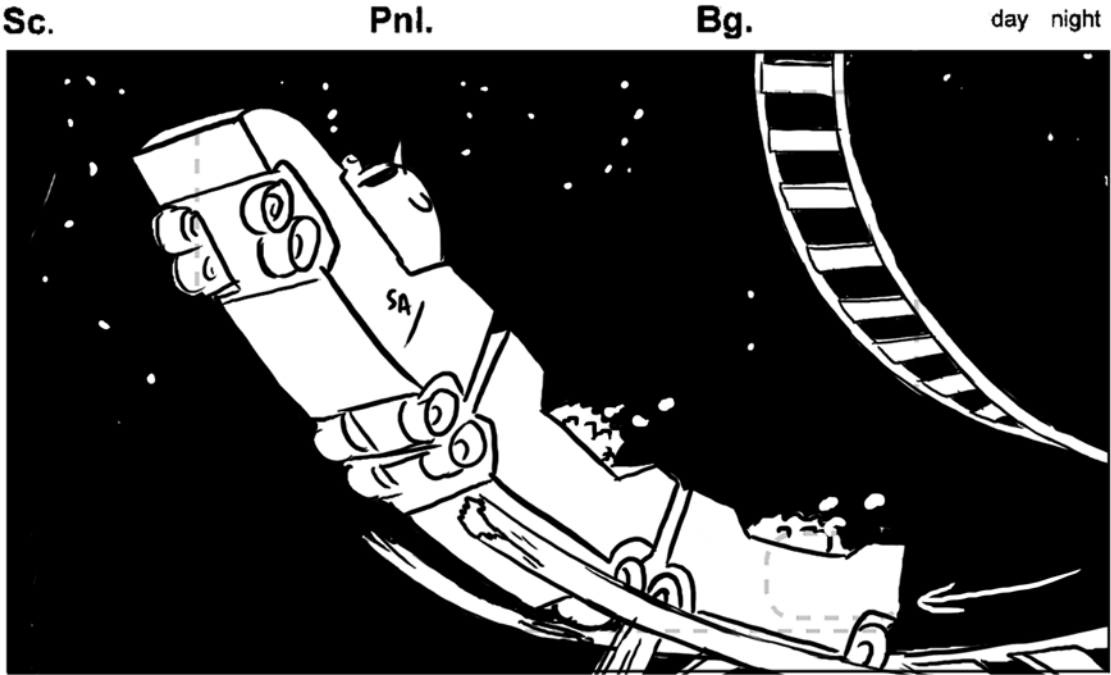
ADVENTURE TIME



Dialog:	
Action:	<p>PAN DOWN w/ CAR</p> <p>- PAN ALONG BOTTOM CURVE - CAR REACHES END OF TRACK (RICKETY/BROKEN)</p>
Timing:	

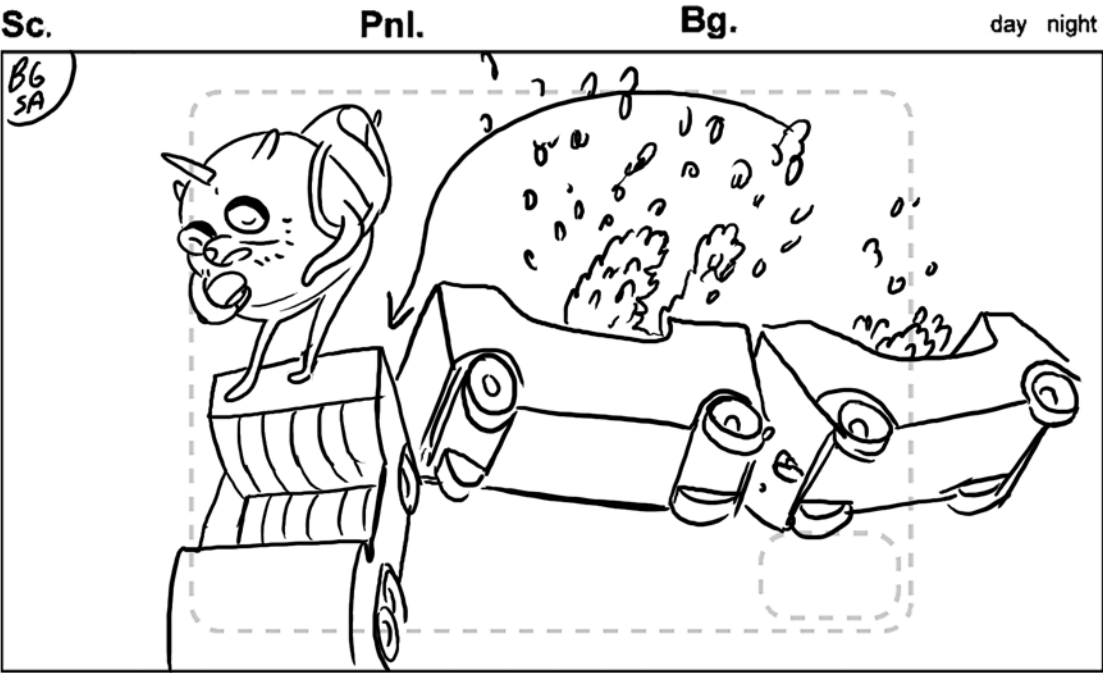
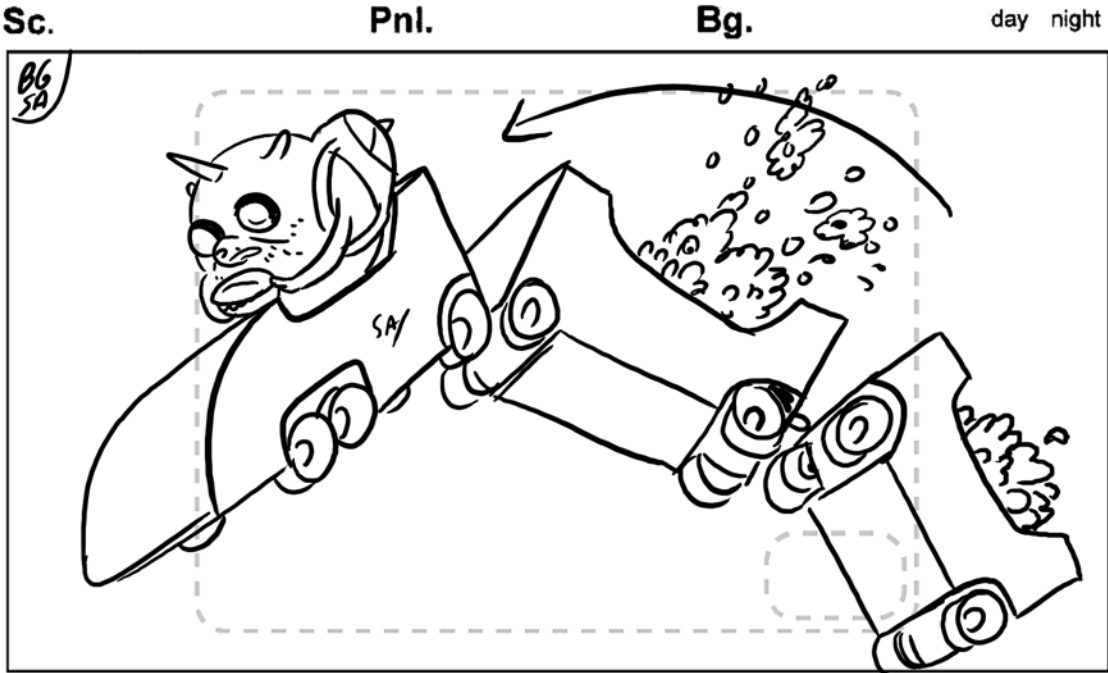
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ADVENTURE TIME



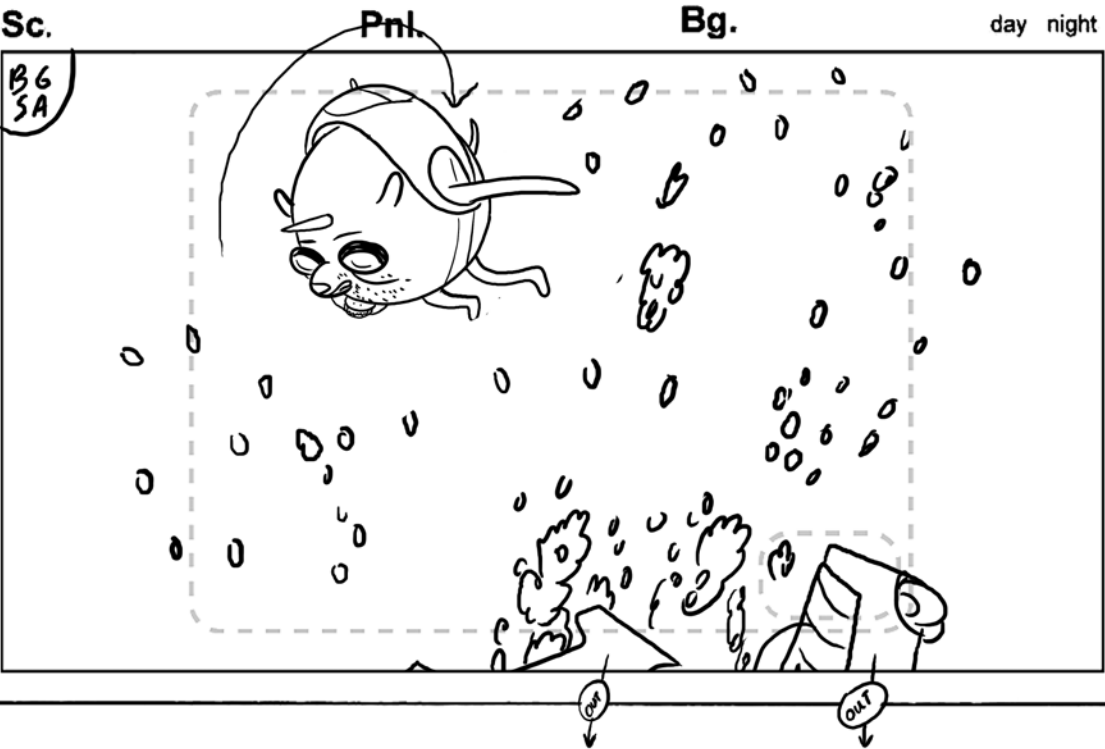
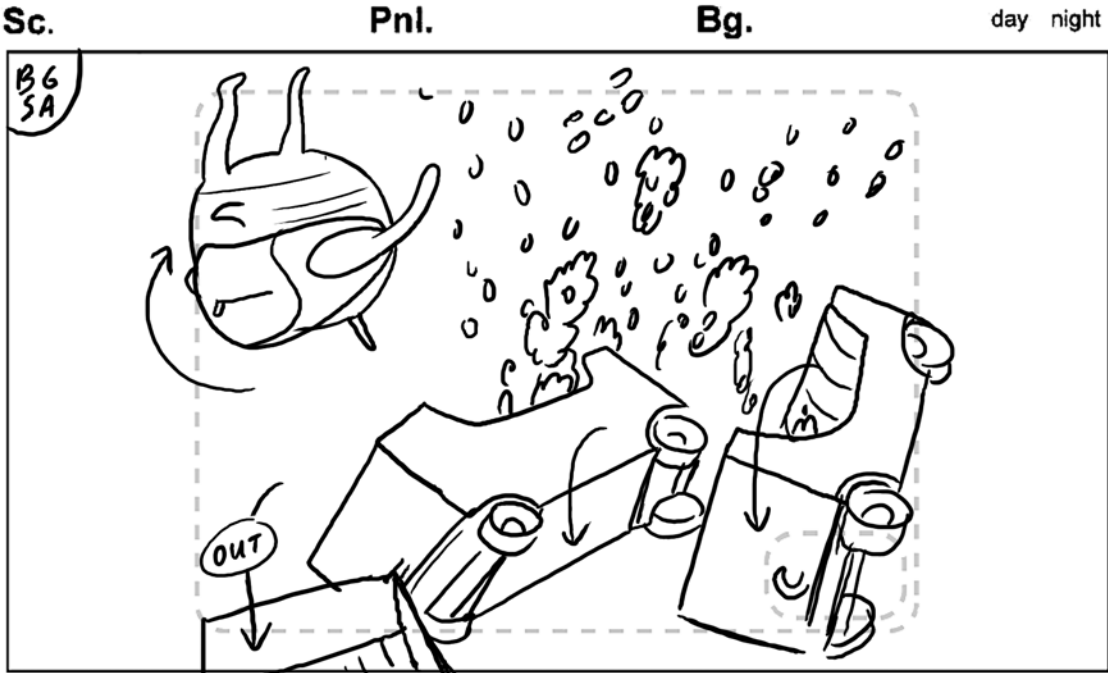
Dialog:	
Action:	- FLIES INTO AIR
Timing:	

ADVENTURE TIME



Dialog:	
Action:	-TV SLIPS OUT OF CAR -CARS BREAK APART/FALL
Timing:	

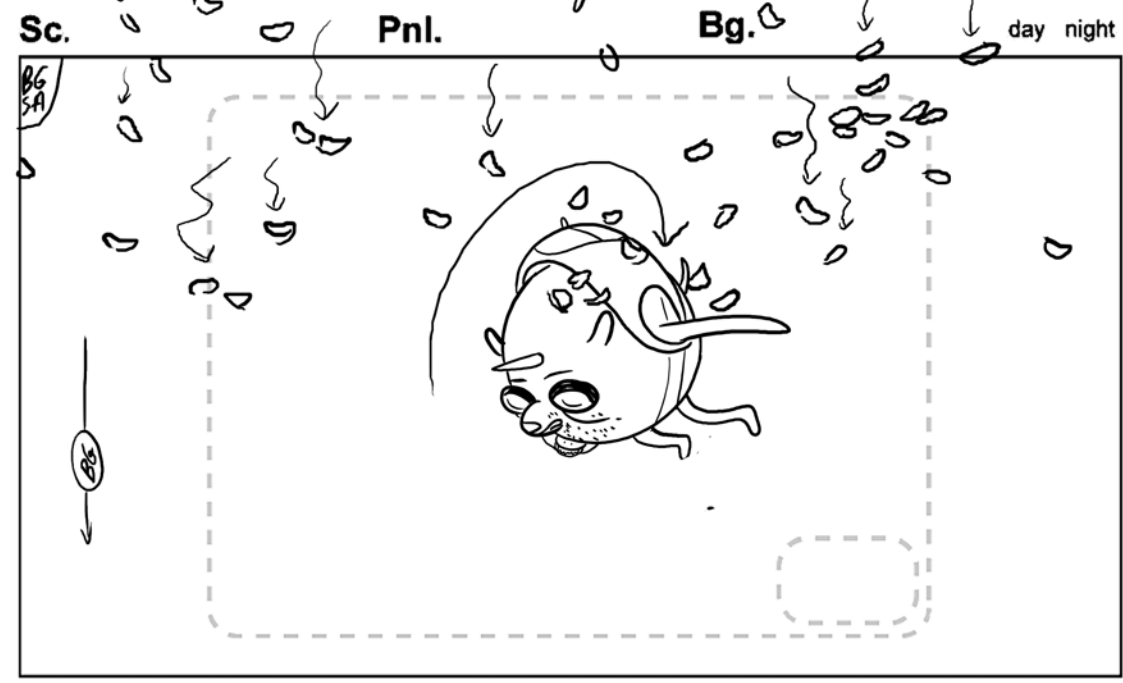
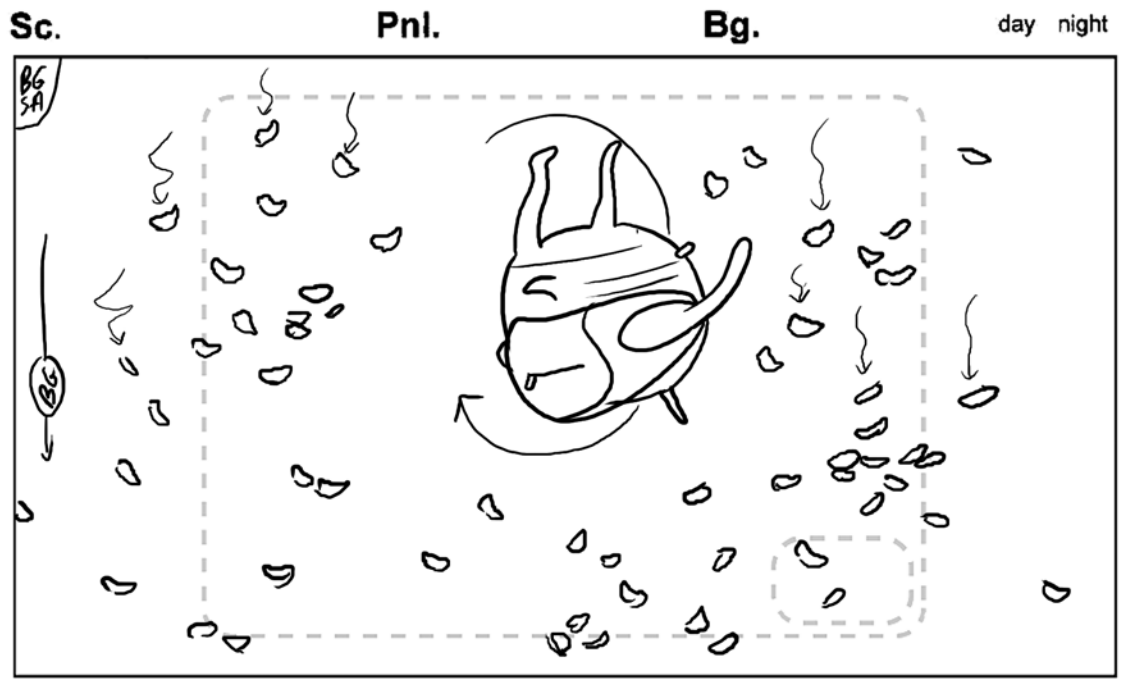
ADVENTURE TIME



Dialog:	
Action:	- TUMBLING IN AIR - PETALS SCATTER
Timing:	

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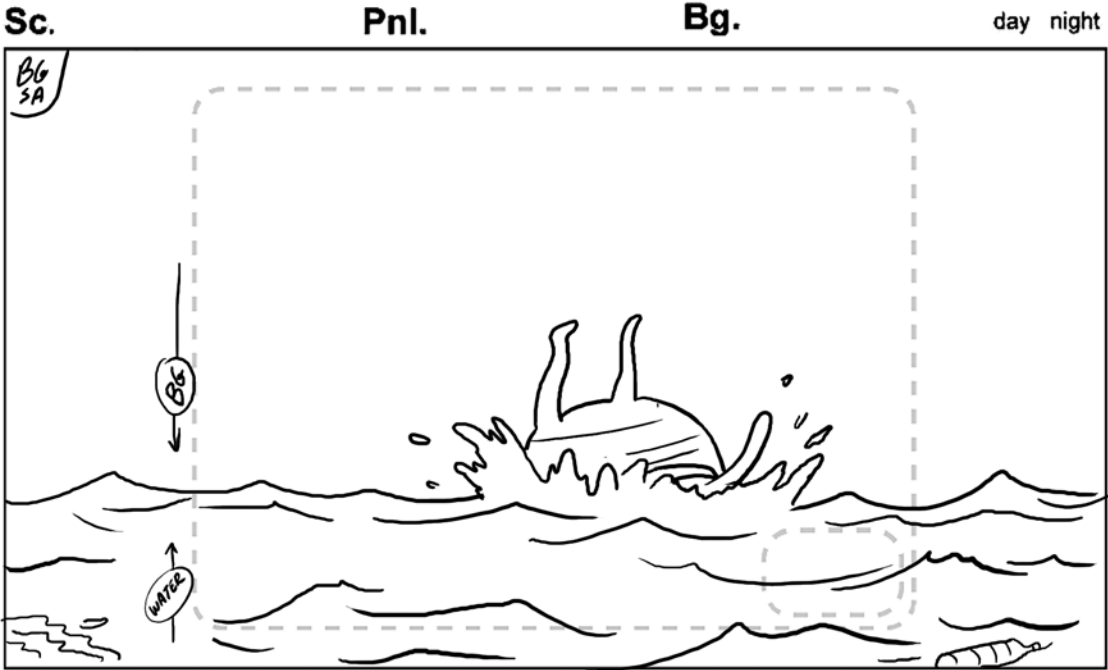
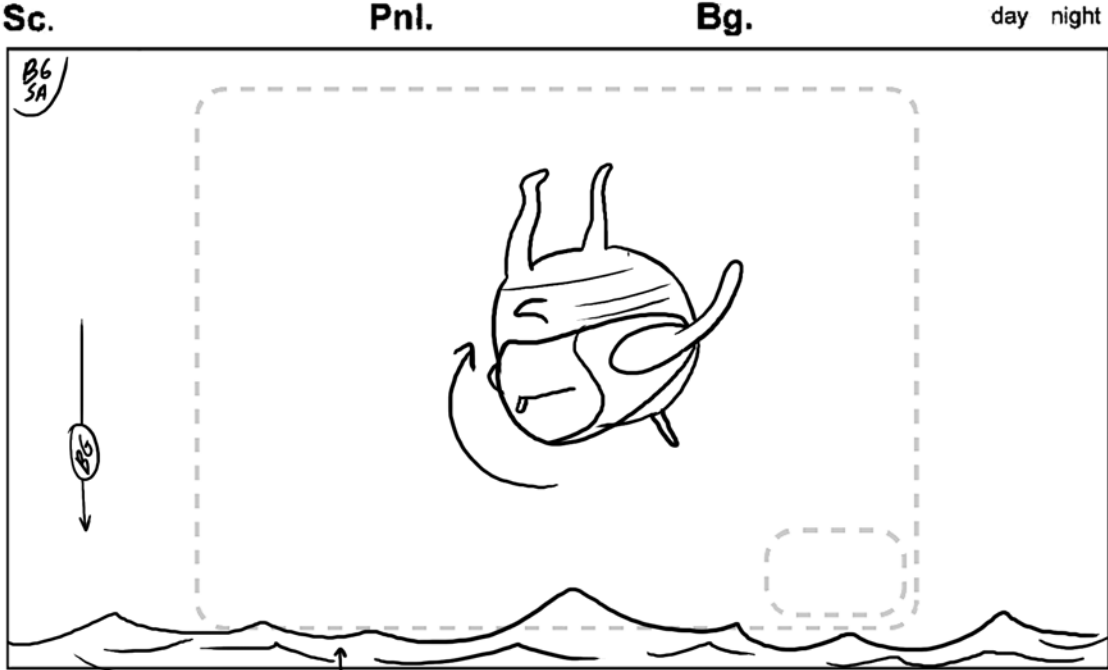
ADVENTURE TIME



Dialog:	
Action:	<div>- PETALS 'FLUTTER' DOWN - TV STARTS FALLING WHILE TUMBLING</div> <div>- TV FALLS FASTER THAN PETALS</div>
Timing:	

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ADVENTURE TIME



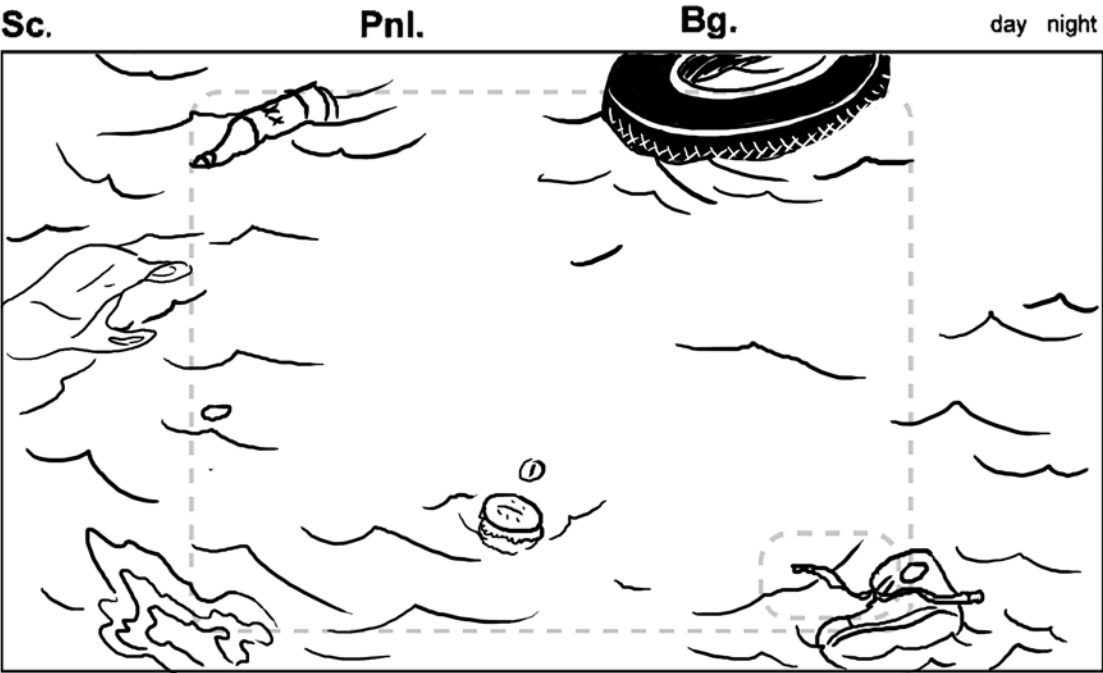
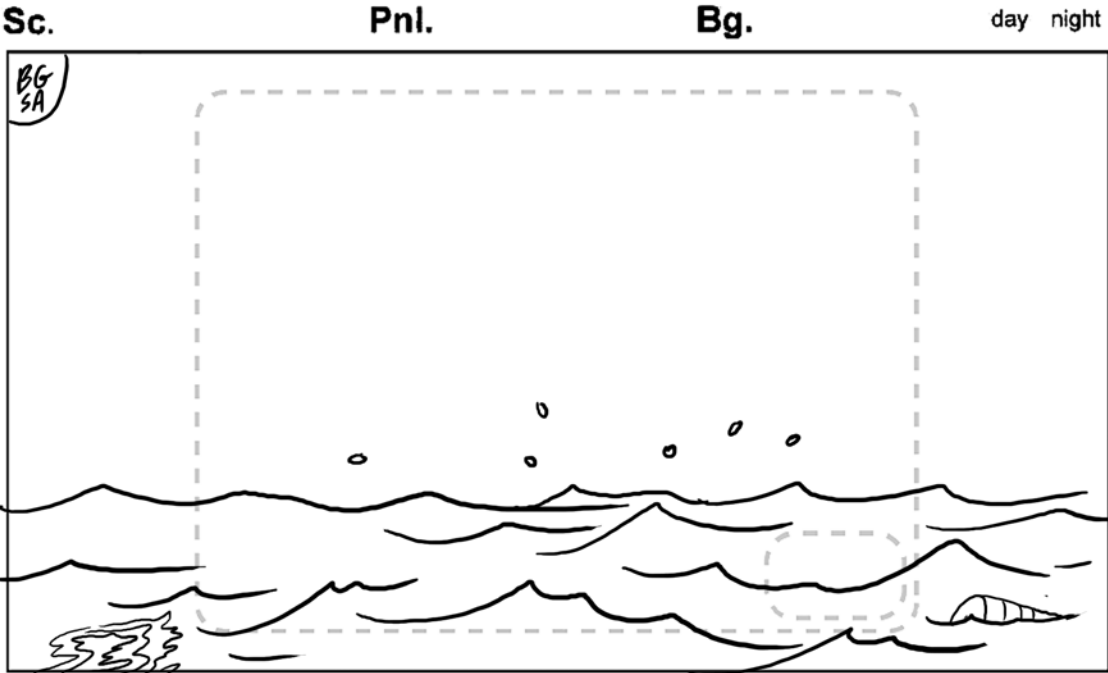
Dialog:

Action: WATER ENTERS FROM BOTTOM TV FALLS IN WATER

Timing:

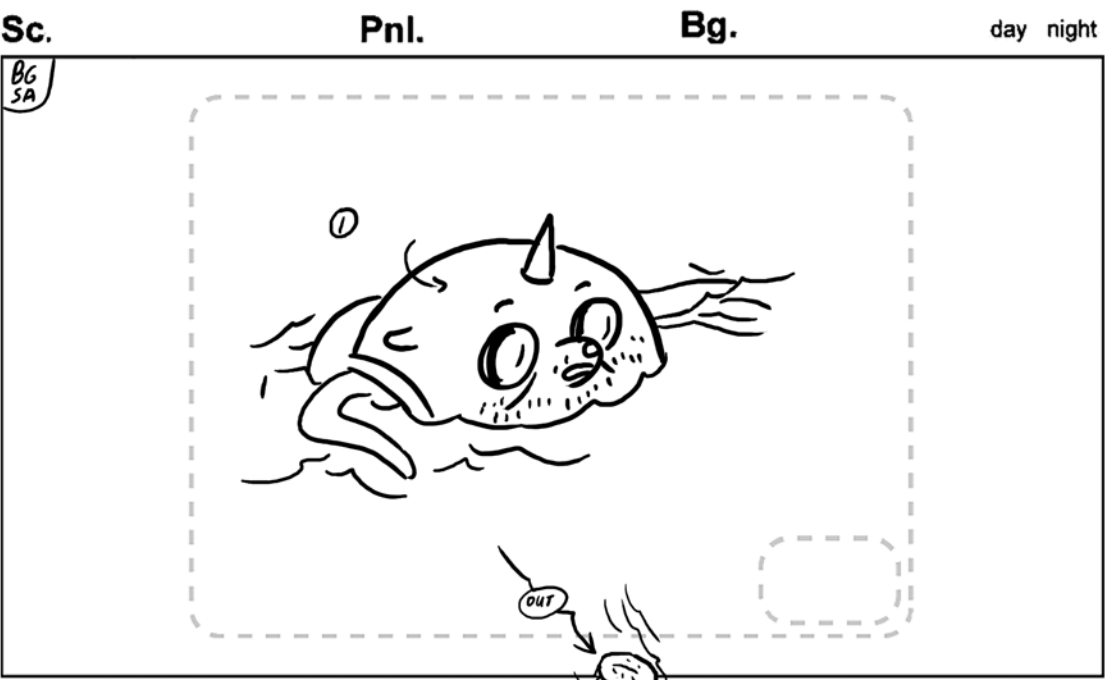
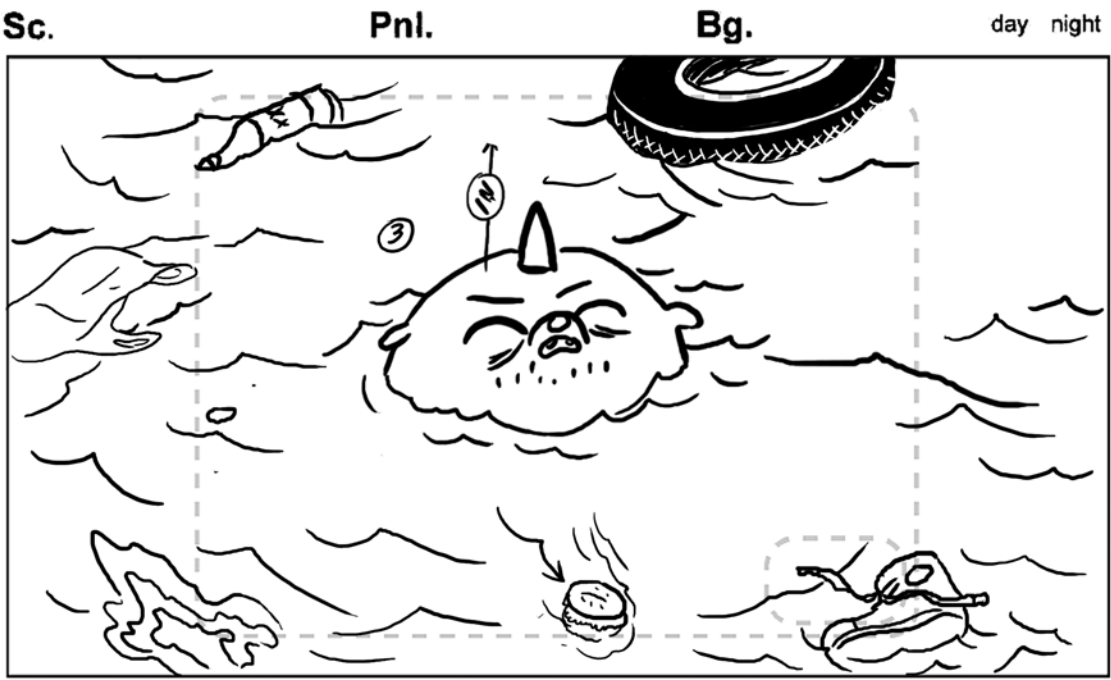
SFX/SPLASH

ADVENTURE TIME



Dialog:
Action: <i>TV TOTALLY UNDER WATER</i> <i>- GARBAGE IN WATER</i> <i>① - SLOPPY JOE</i>
Timing:

ADVENTURE TIME



Dialog:

TV/② GASP!
③ KOFF, KOFF

Action:

- SLOPPY JOE FLOATING AWAY
- TV EMERGES: ① BUBBLES
- ② MOUTH
- ③ HEAD

Timing:

①

②

Action:

- SLOPPY JOE EXITS
- TV LOOKS AROUND

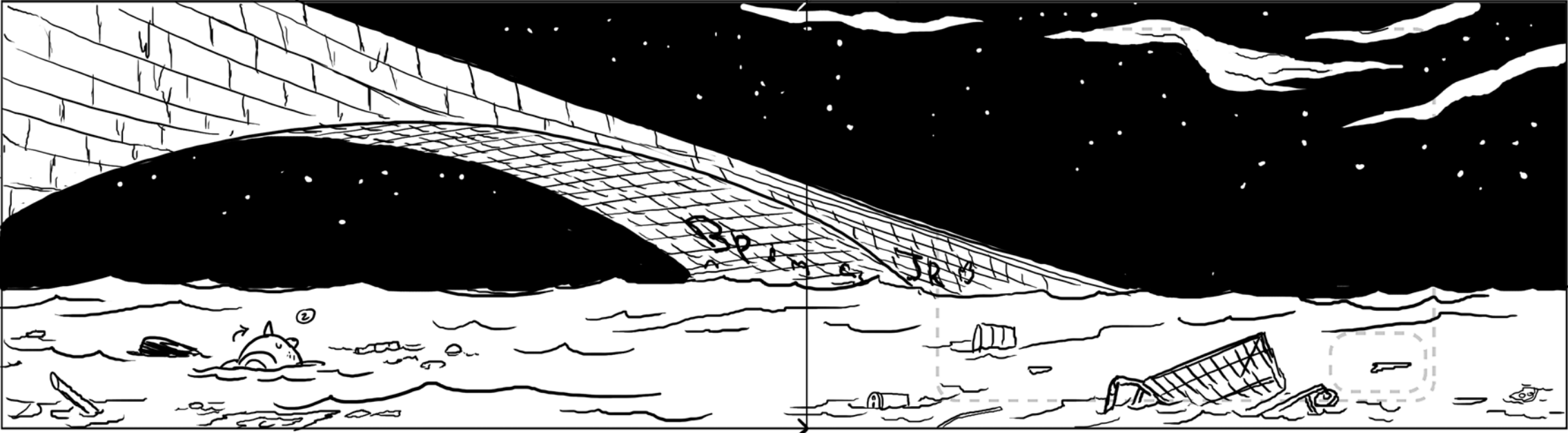
②

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ADVENTURE TIME



PAN →

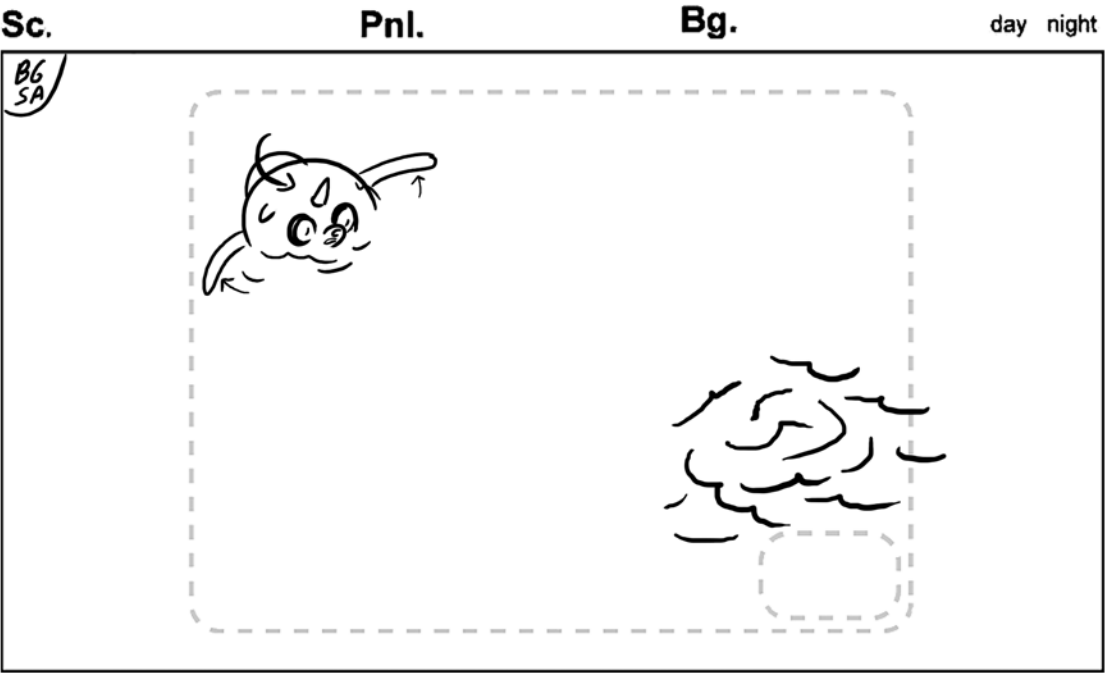
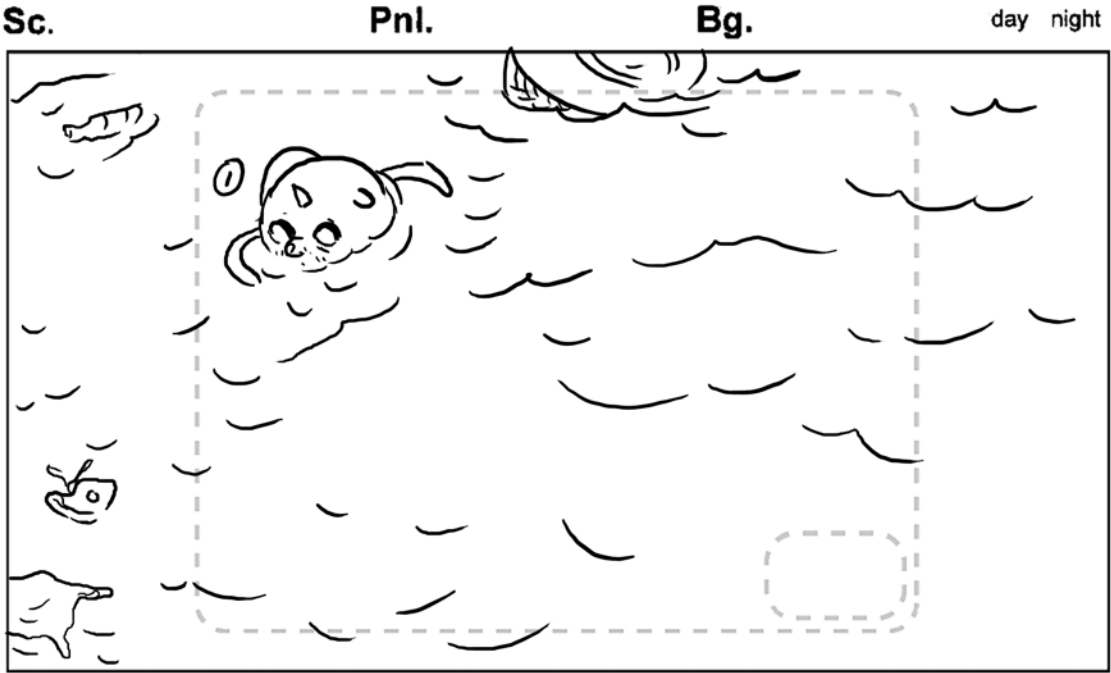


Dialog:	TV/ YEECH
Action:	-PAN ACROSS MOAT -TV TURNS IN WATER W/ CAMERA ①-③
Timing:	




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ADVENTURE TIME



Dialog:

Action: TV TREADING CYCLE ①②



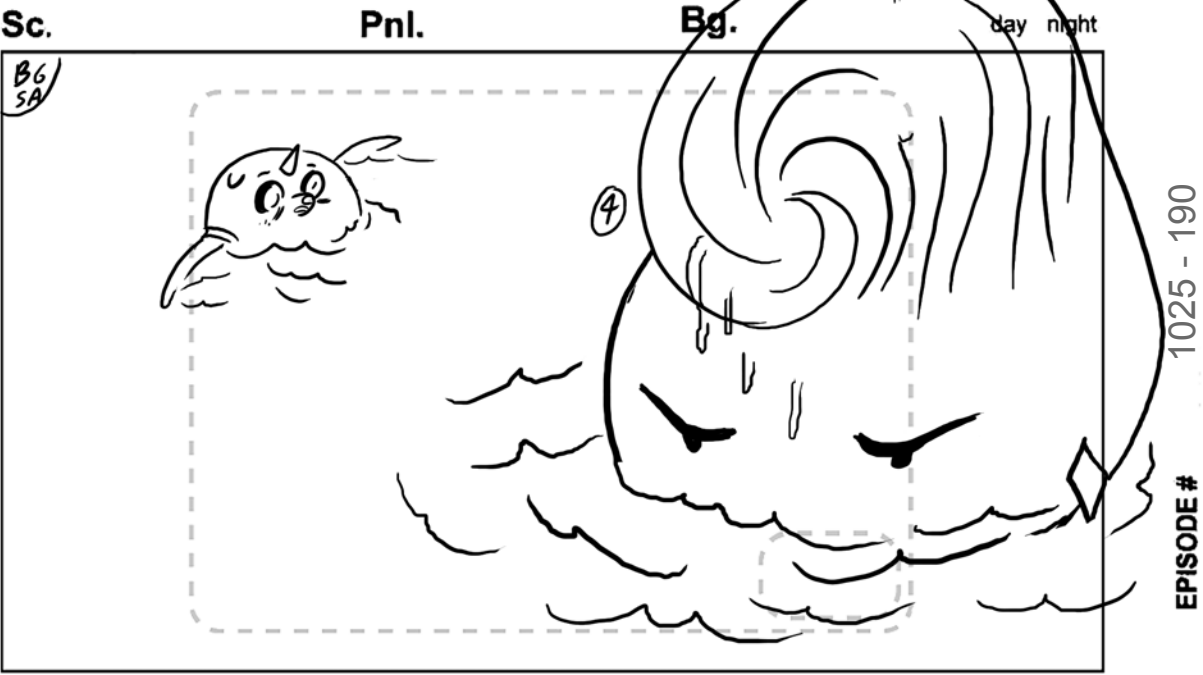
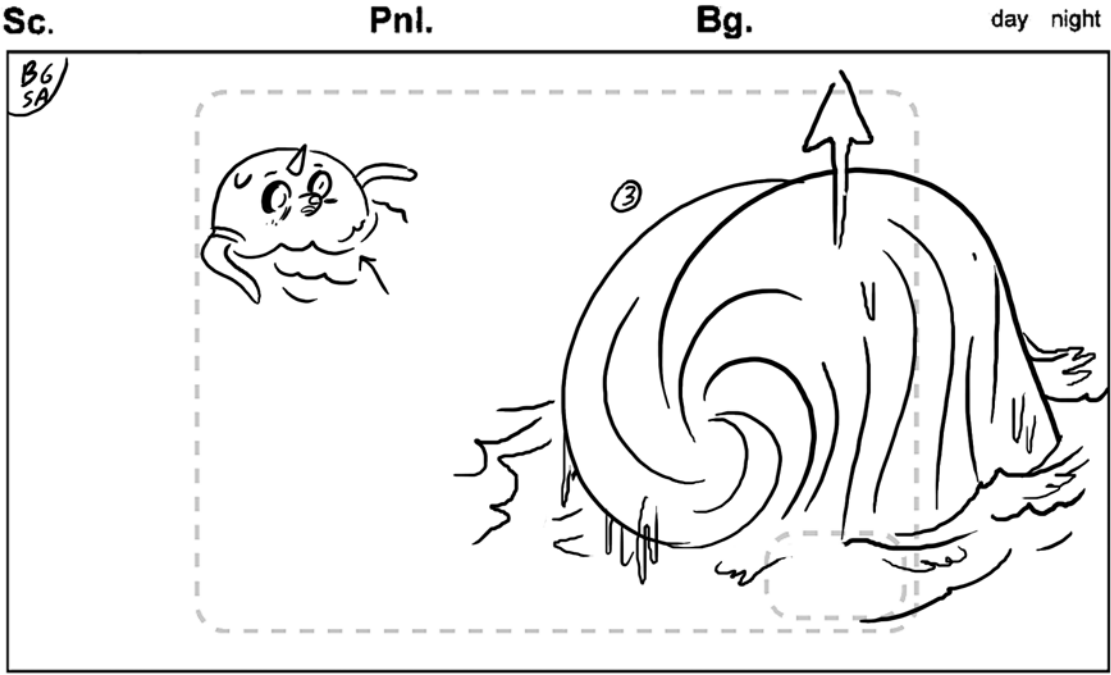
- TV TURNS AS WATER STIRS ON SURFACE

Timing:

ADVENTURE TIME



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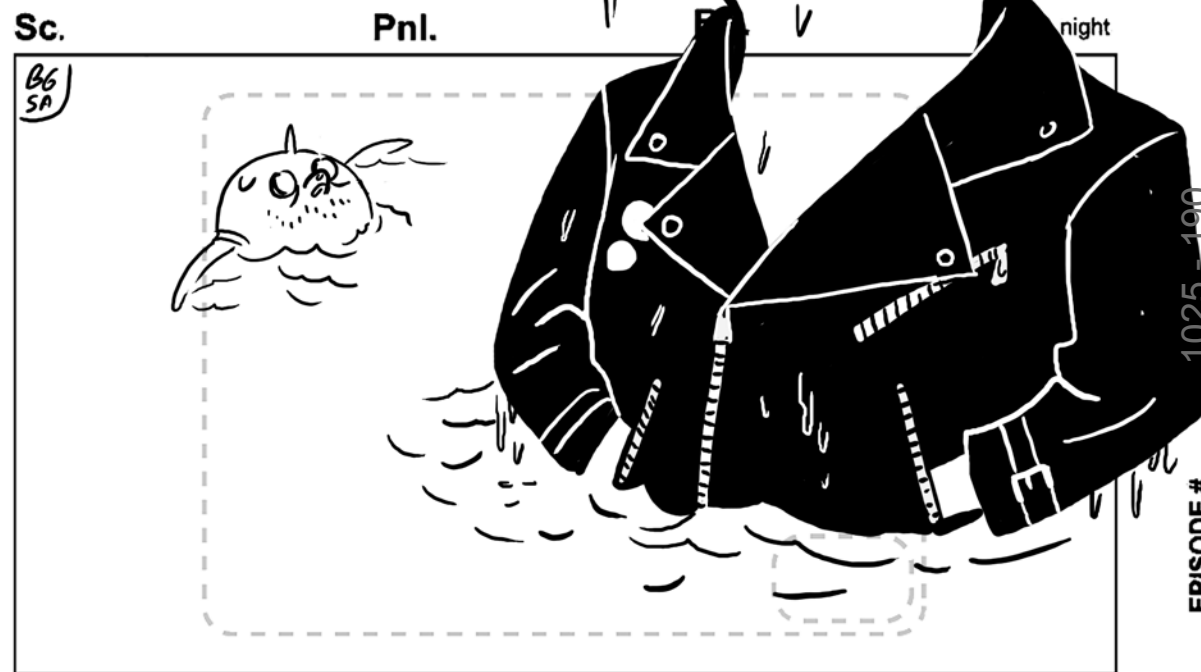
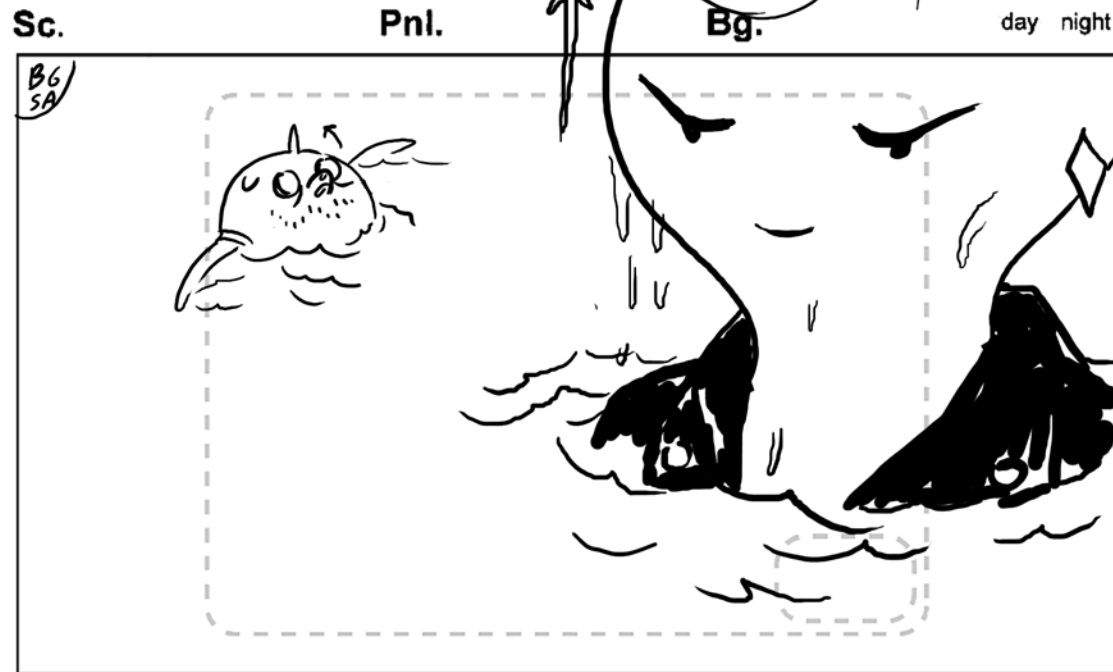


EPISODE # 1025 - 190

Dialog:	
Action:	-TAFFI'S HEAD EMERGES ①-④ -TV BACKS AWAY
Timing:	

Production :

ADVENTURE TIME



Dialog: TV/ TAFFI?!

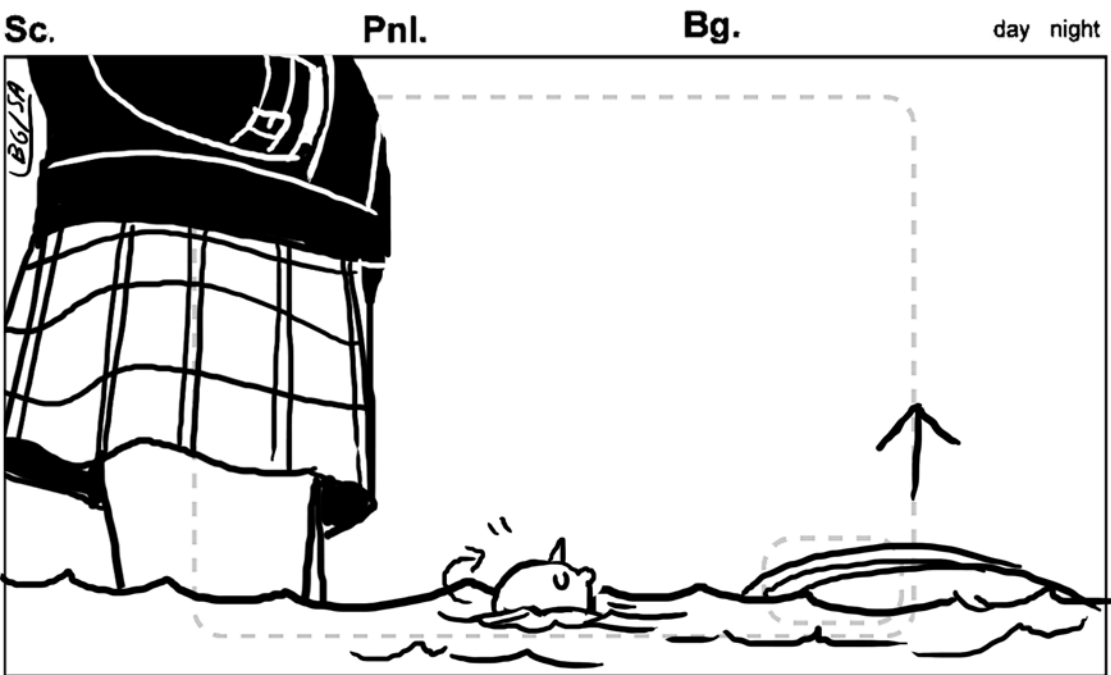
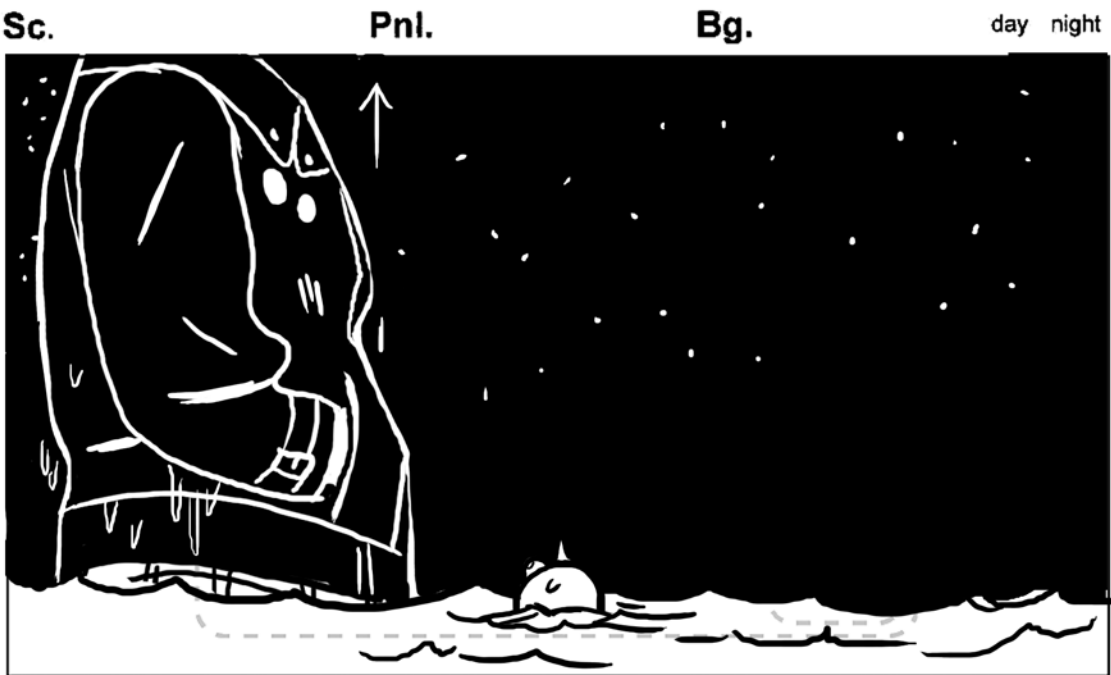
Action: TV LOOKS UP
TAFFI RISES →

Timing:

EPISODE # 1025 - 190

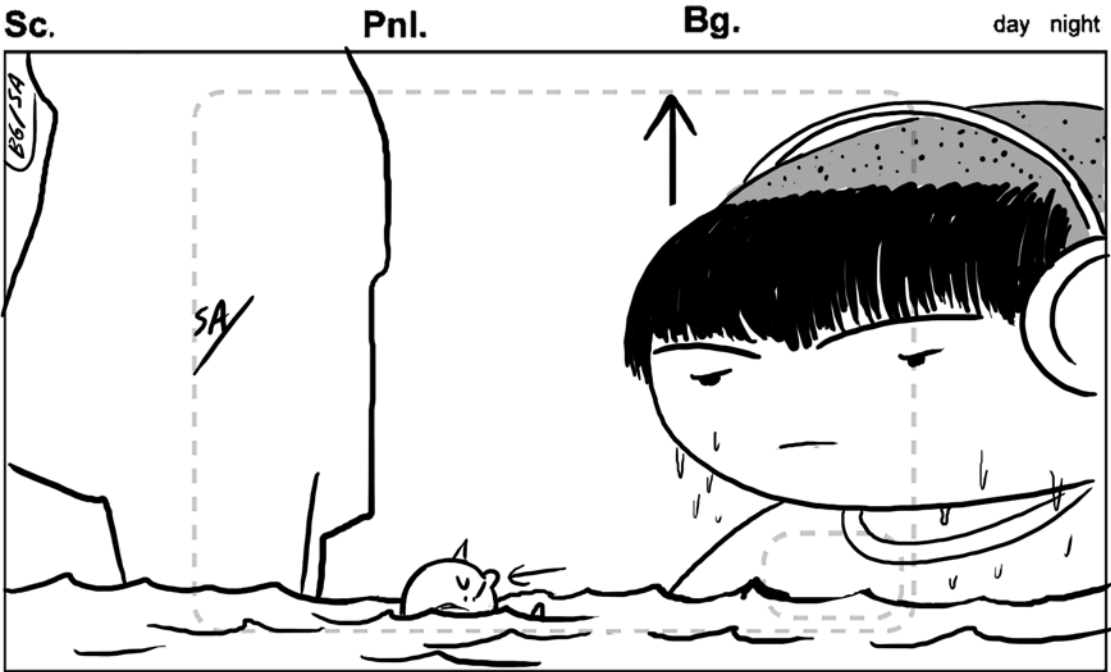
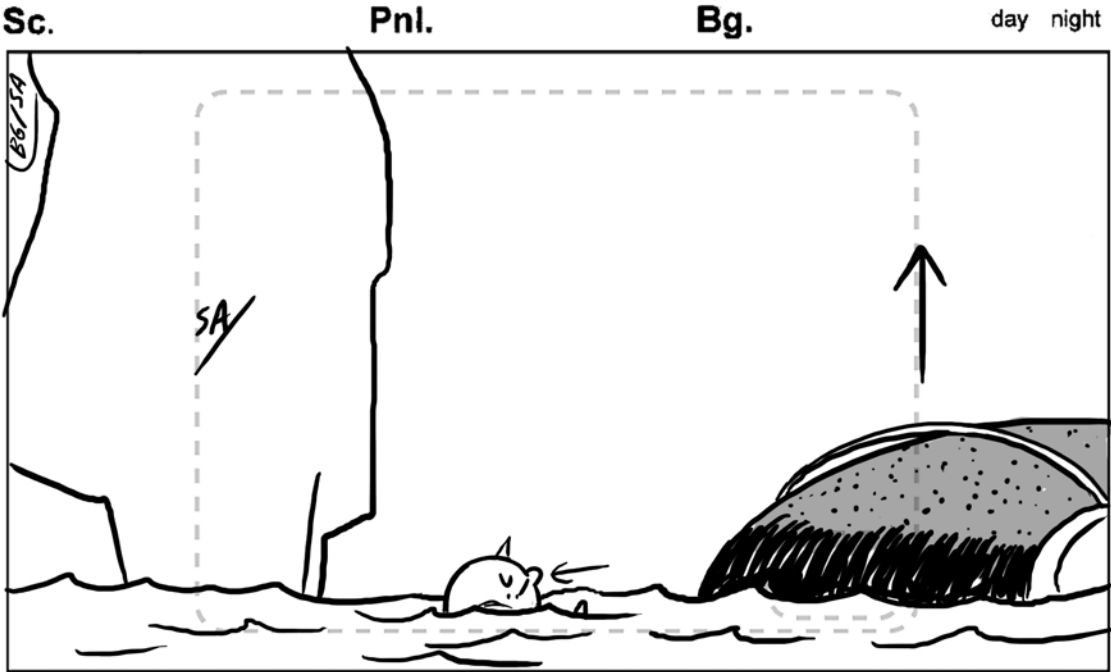
Production :

ADVENTURE TIME



Dialog:
Action: <div>TAFFI CONTINUES TO RISE</div> <div>- TAFFI STOPS - MOCHI'S HEAD EMERGES, - TV TURNS TO LOOK</div>
Timing:

ADVENTURE TIME



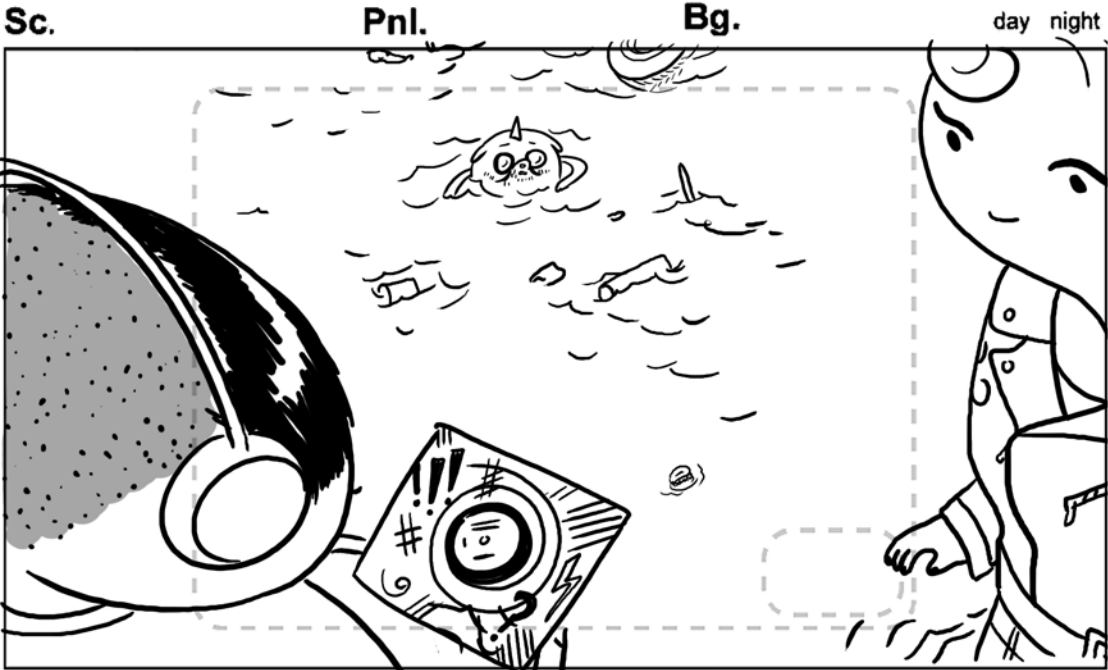
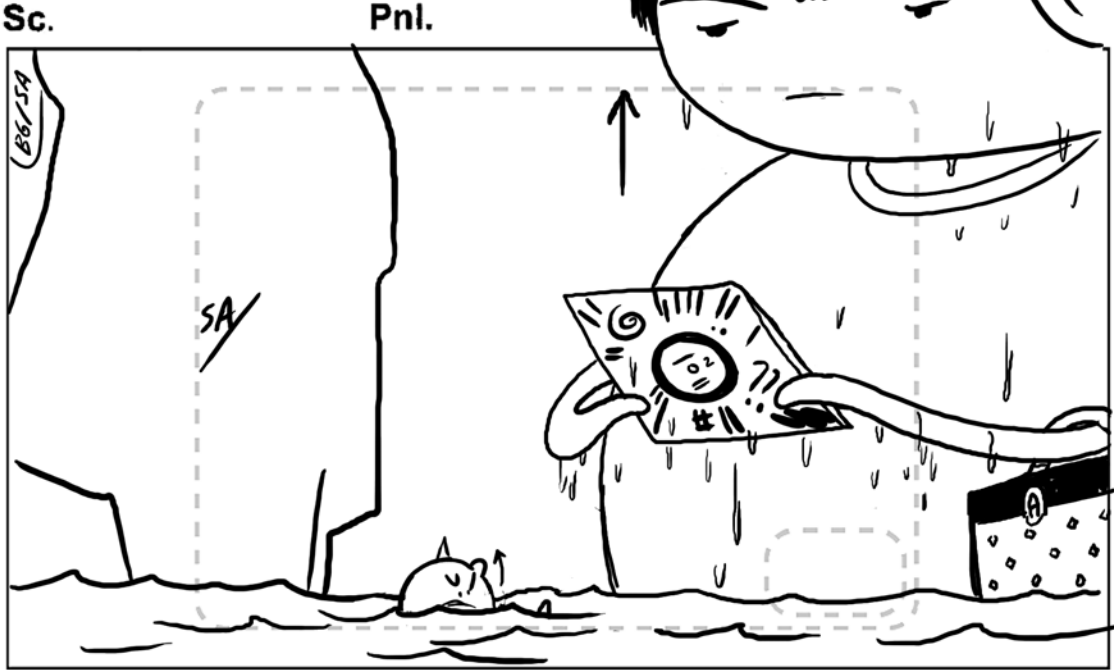
Dialog:

TV/ MOCHI !!!

Action: MOCHI RISING →
TV BACKS AWAY →

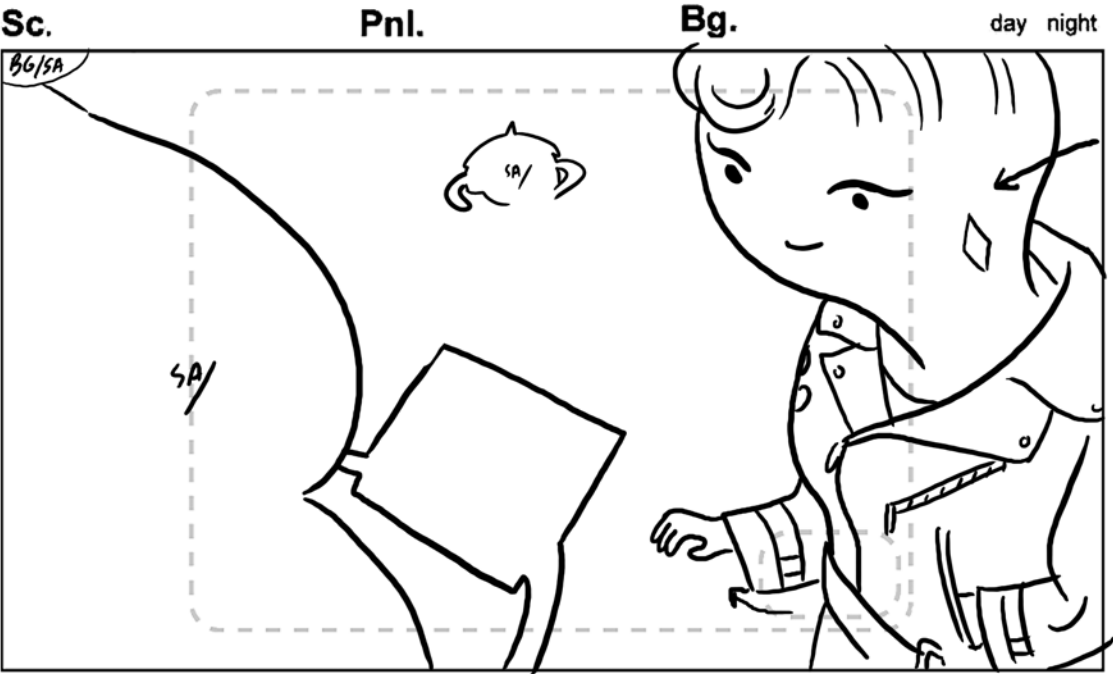
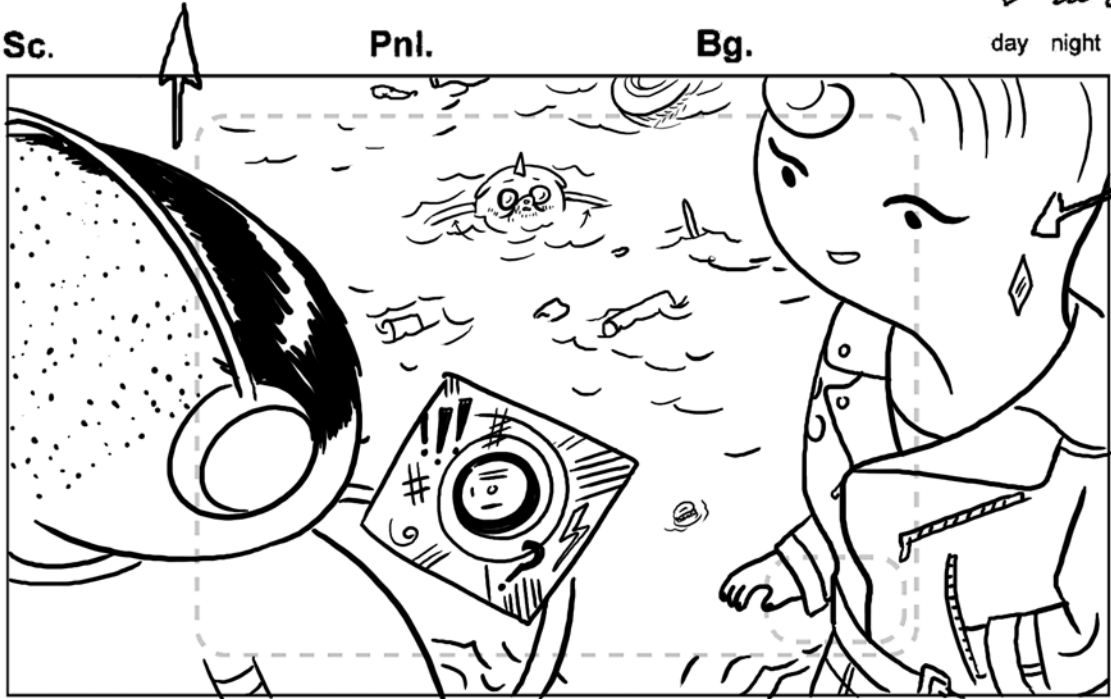
Timing:

ADVENTURE



Dialog:
Action: <i>MOCHI RISING</i> <i>TV LOOKS UP</i>
Timing:

ADVENTURE TIME



Dialog:

TAFFI / HEY MOCHI, IS THAT THE NEW "SNAPPIN' TURTLES" BOOTLEG 7"?

MOCHI / WHAT DOES IT LOOK LIKE

Action:

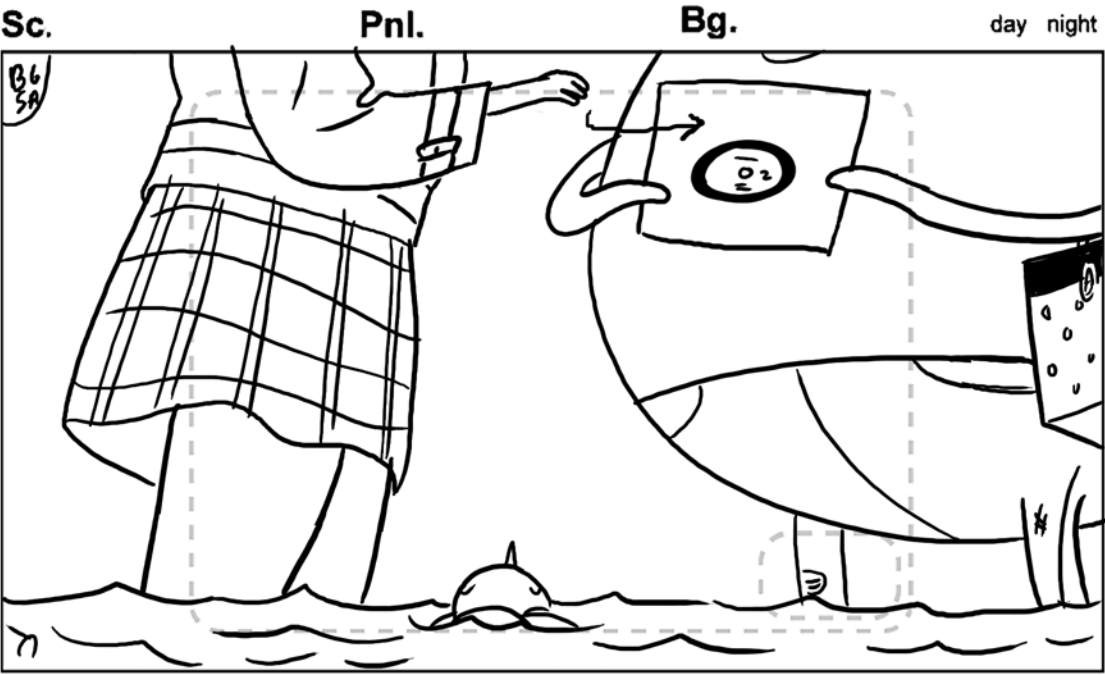
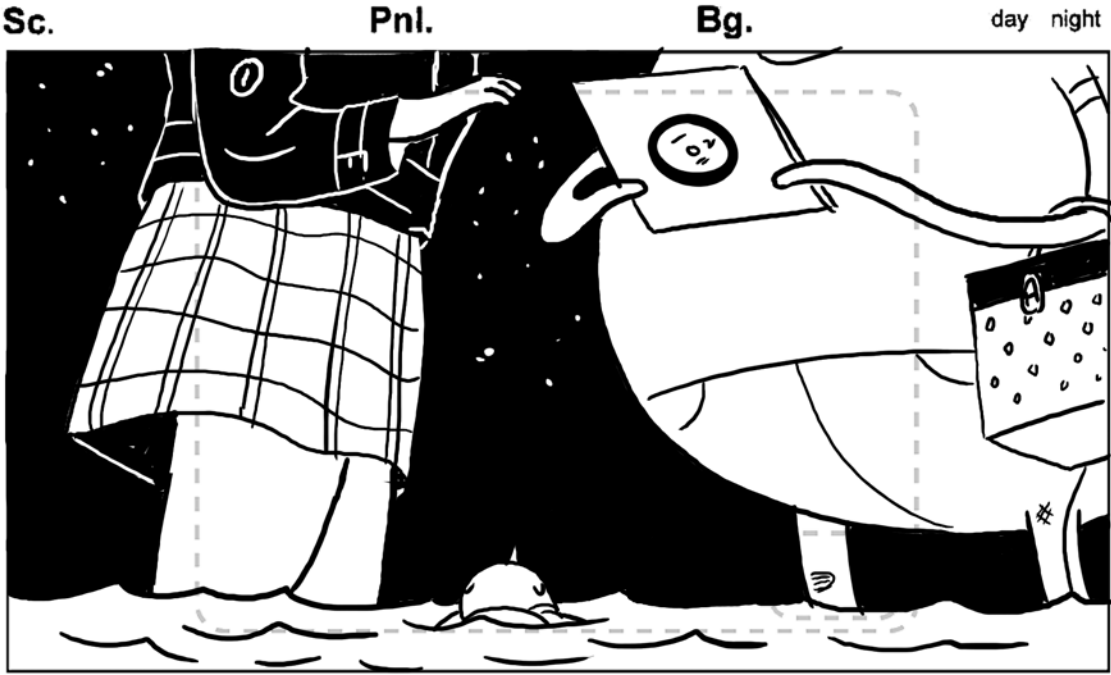
- MOCHI FINISHES RISING
- TAFFI MOVES CLOSER
- TV TREADS (CYCLES ①②)

① ②

- TAFFI MOVES CLOSER, CRANES NECK

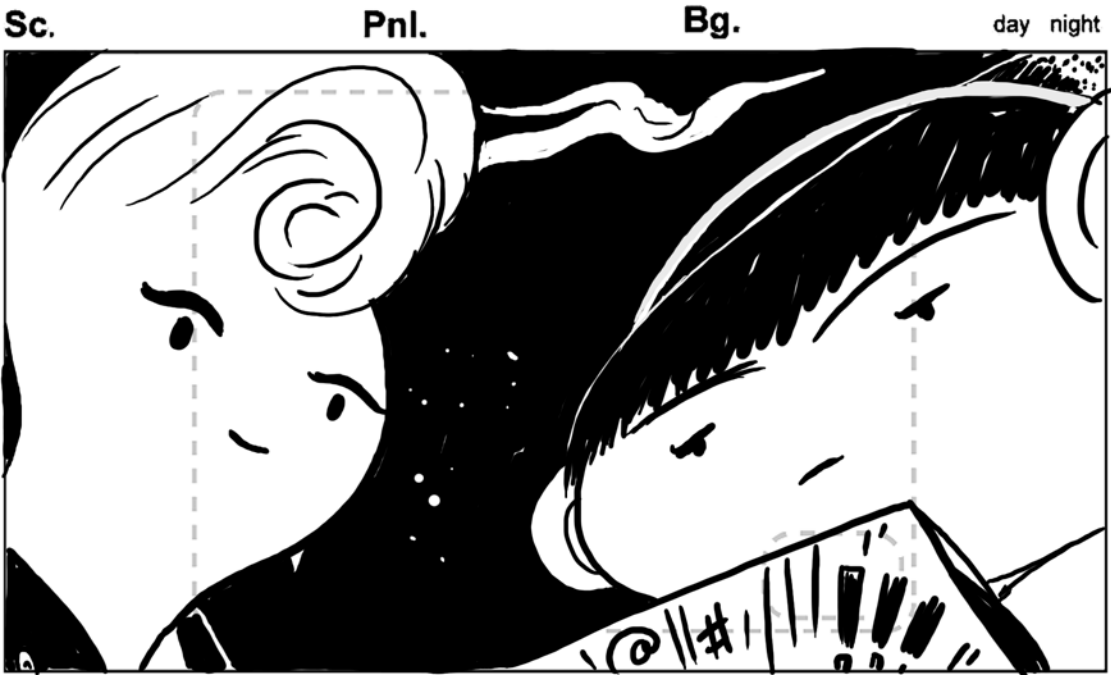
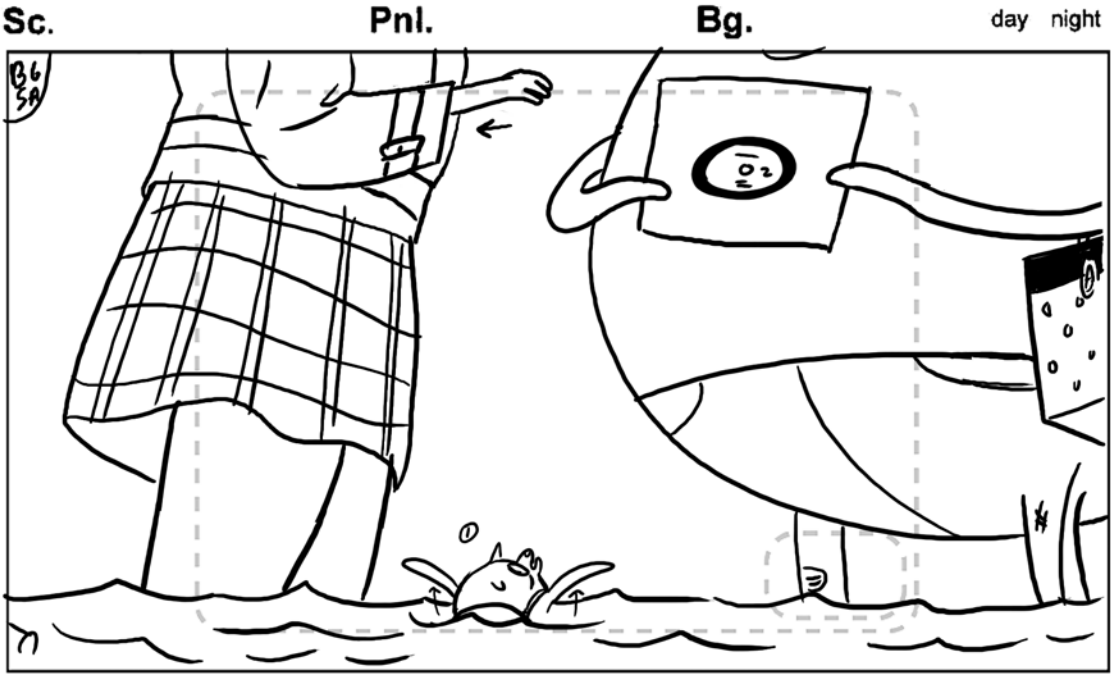
Timing:

ADVENTURE TIME



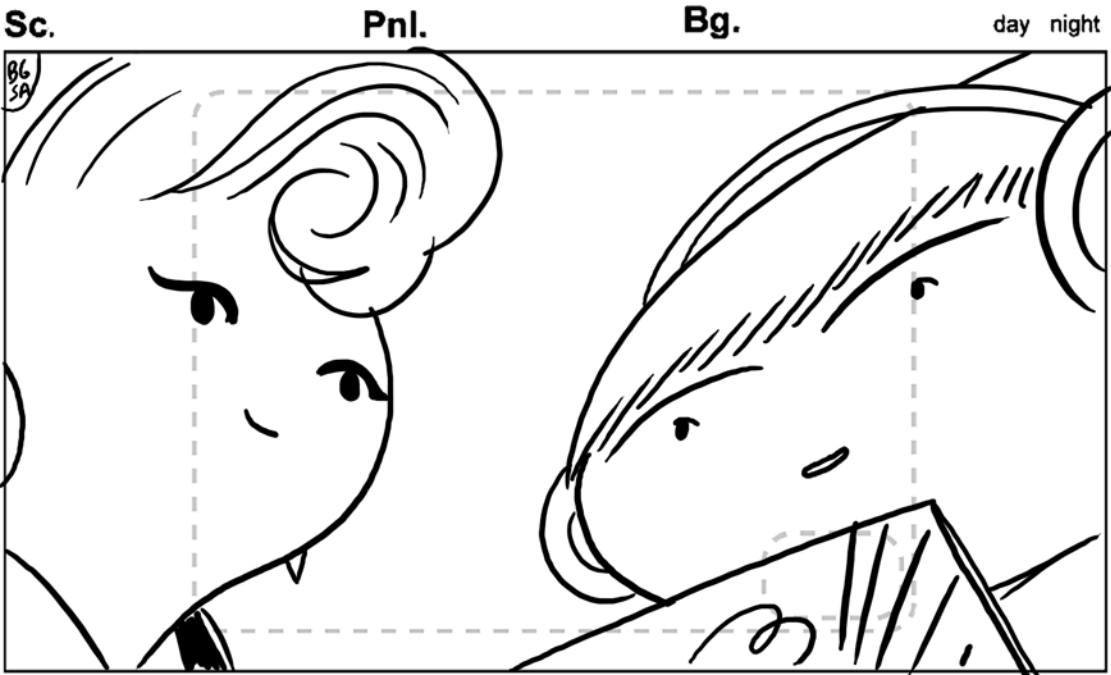
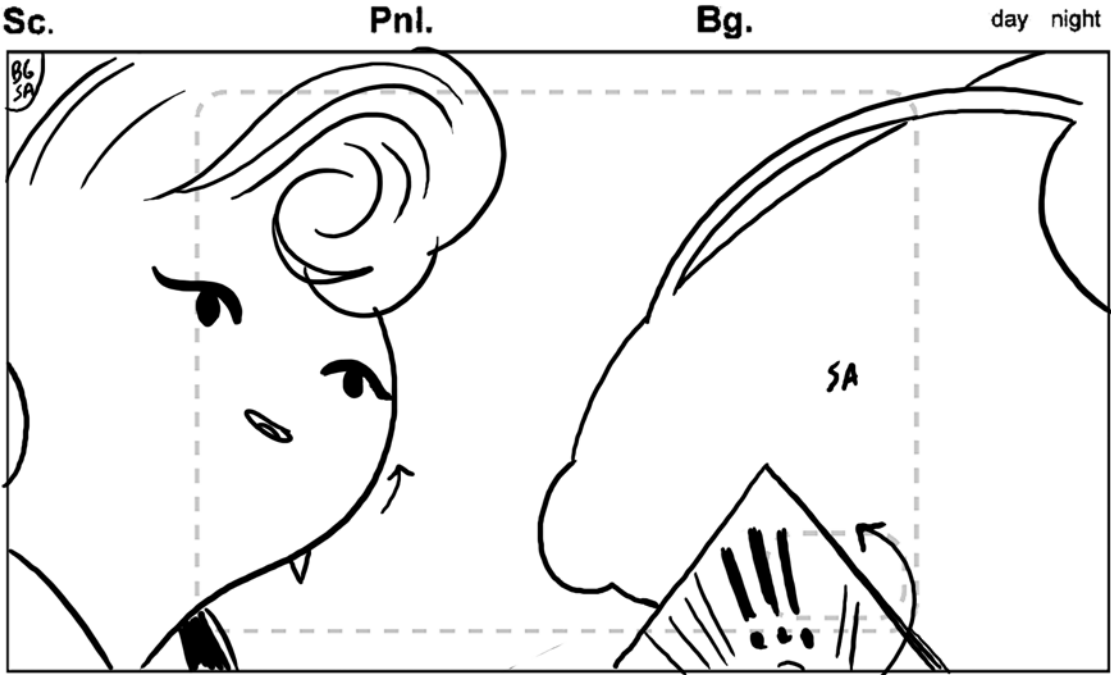
<p>Dialog:</p> <p>M/ I ORDERED IT FROM THIS DUDE IN LUMPY SPACE → SUPER RARE</p>		
<p>Action:</p> <p>② T REACHES FOR RECORD</p>		<p>M MOVES RECORD AWAY SUBTLY BUT ASSERTIVELY AS SHE SPEAKS</p>
<p>Timing:</p>		

ADVENTURE TIME



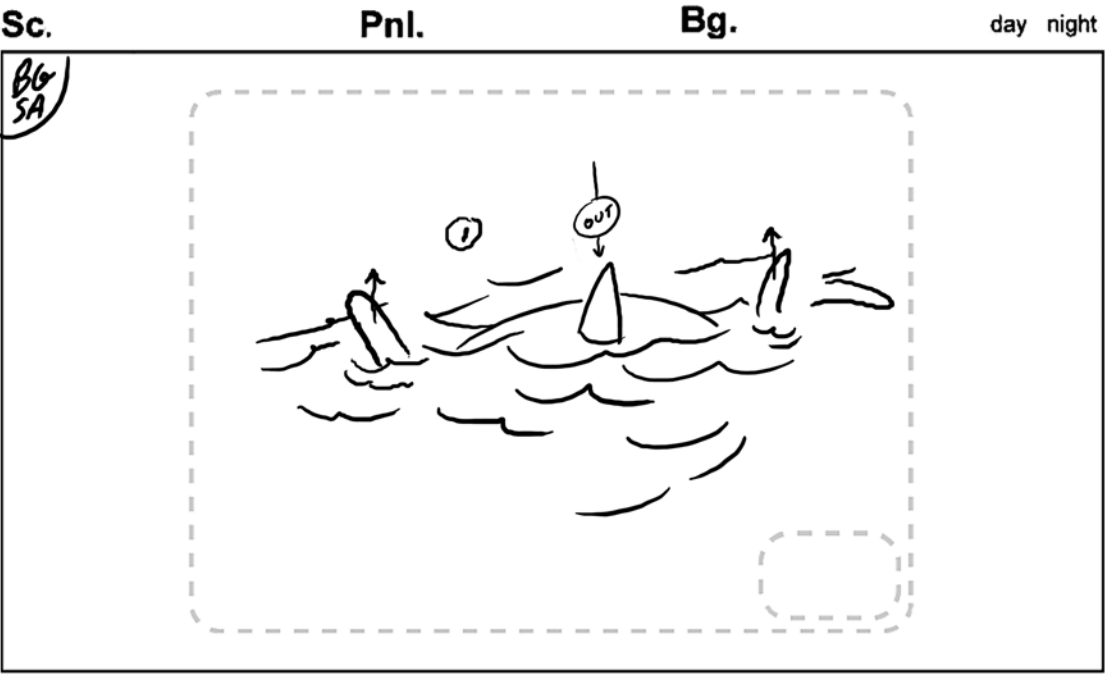
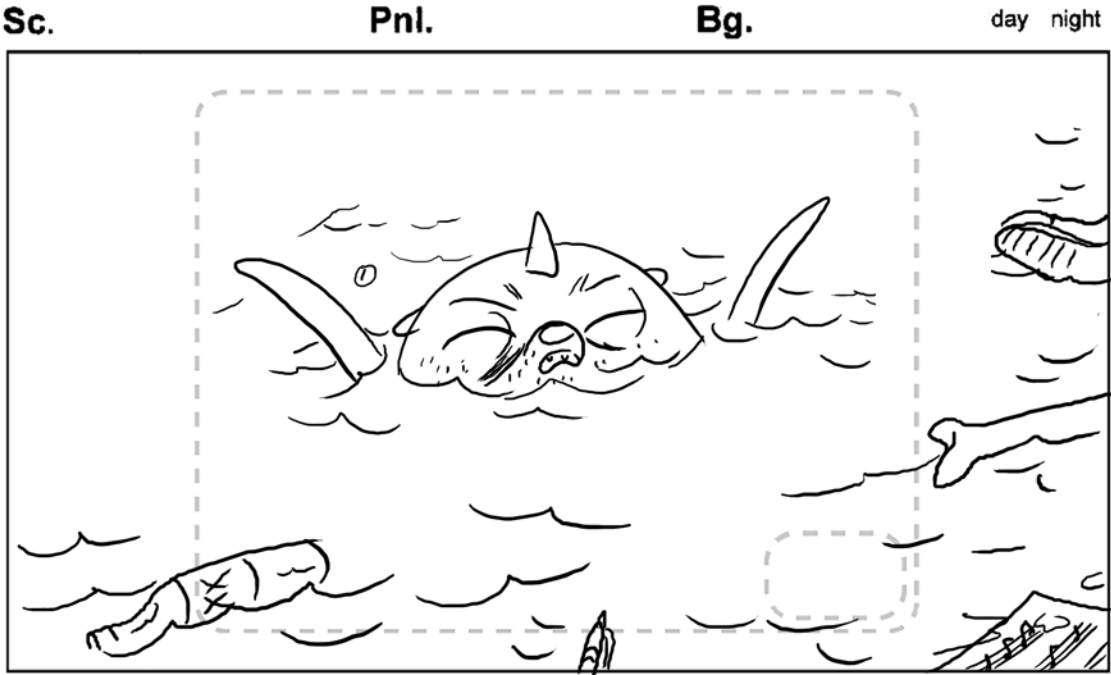
Dialog: TV/ ② TAFFI!! SFX/ ② SPLASH		SFX/ SPLASHING TV (O.S.)/ MOCHI! DOWN HERE!!
Action: -T RETRACTS HAND -TV SPLASHES	② 	GIRLS LOOKING AT RECORD
Timing:		

ADVENTURE TIME



Dialog:	T/ CAN I COME OVER LATER AND LISTEN TO IT? IS IT INSANE?	M/ NOT GONNA LIE, IT'S ALMOST <u>TOO</u> <u>INSANE</u>
Action:	T LOOKS AT M'S FACE M FLIPS RECORD TO LOOK @ BACK	M LOOKS UP AT T, SLIGHT SMILE
Timing:		

ADVENTURE TIME



Dialog:	
T (O.S.) / WICKED. SFX / ② SPLASH TV / COUGHING, GURGLING	
Action:	TV FLAILING
Timing:	

ADVENTURE TIME



Sc. Pnl. Bg. day night

BG
SA

①

Sc. Pnl. Bg. day night

BG
SA

Dialog:

Action: ① - WATER 'NORMALIZES' FOR A BEAT
② BUBBLES

②

TV'S BACKPACK BOBS UP

Timing:

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ADVENTURE TIME



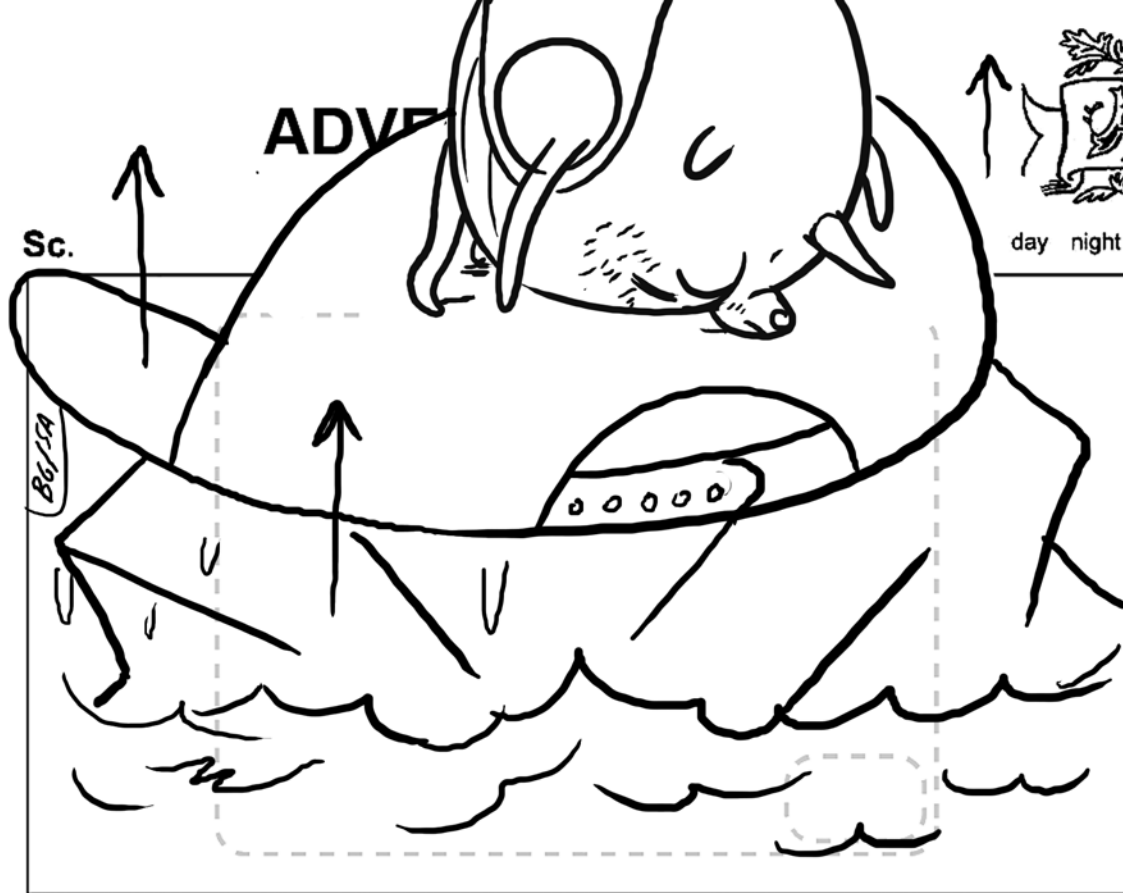
Sc. Pnl. Bg. day night

BG SA

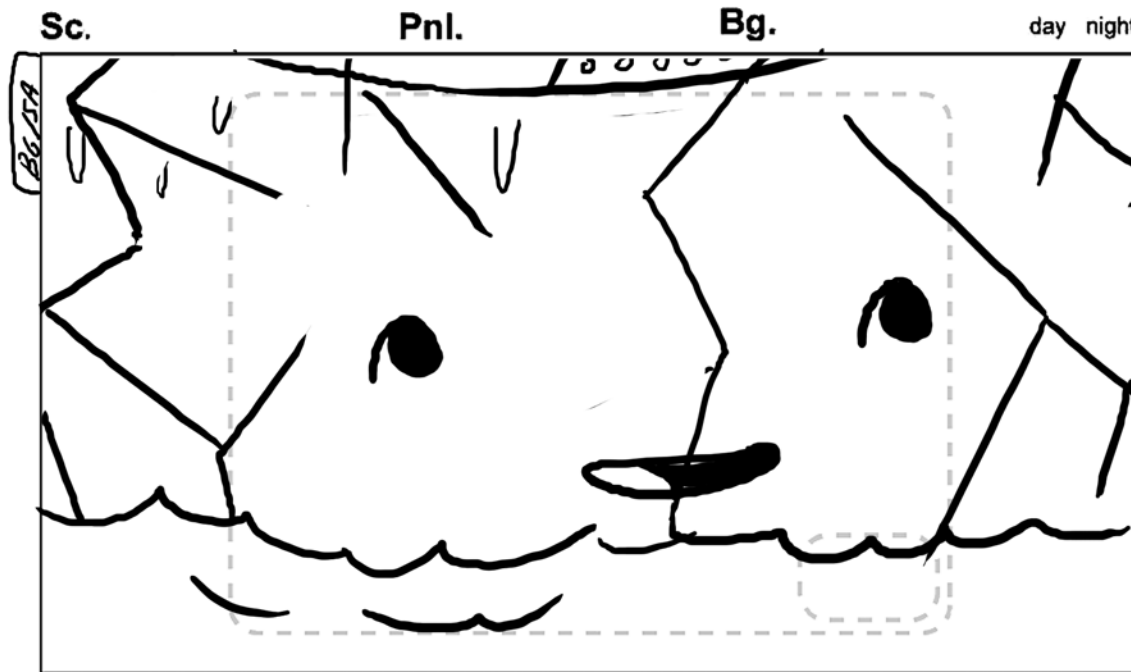
Sc. Pnl. Bg. day night

BG SA

Dialog:	
Action:	QUICK BEAT OF SHALLOW BOBBING DEAD MAN FLOAT POSITION
Timing:	GIANT BASEBALL CAP 'ISLAND' RISES



day night



day night

Dialog:

JUSTIN
ROCKCANDY / HIYA, BP! WHAT'S UP?

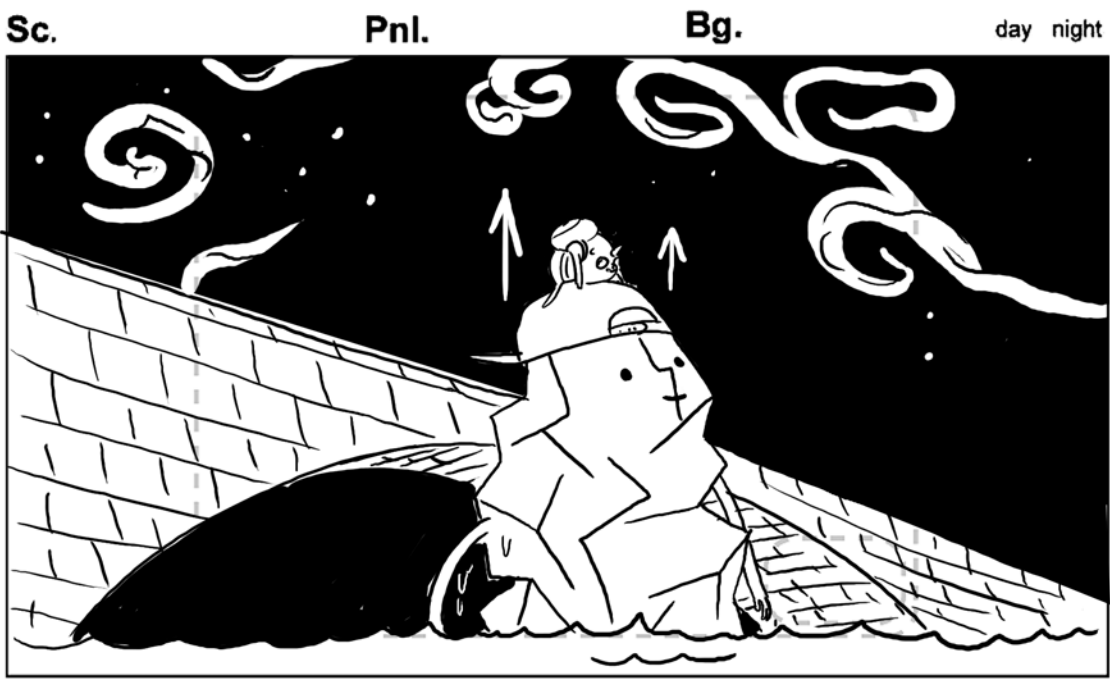
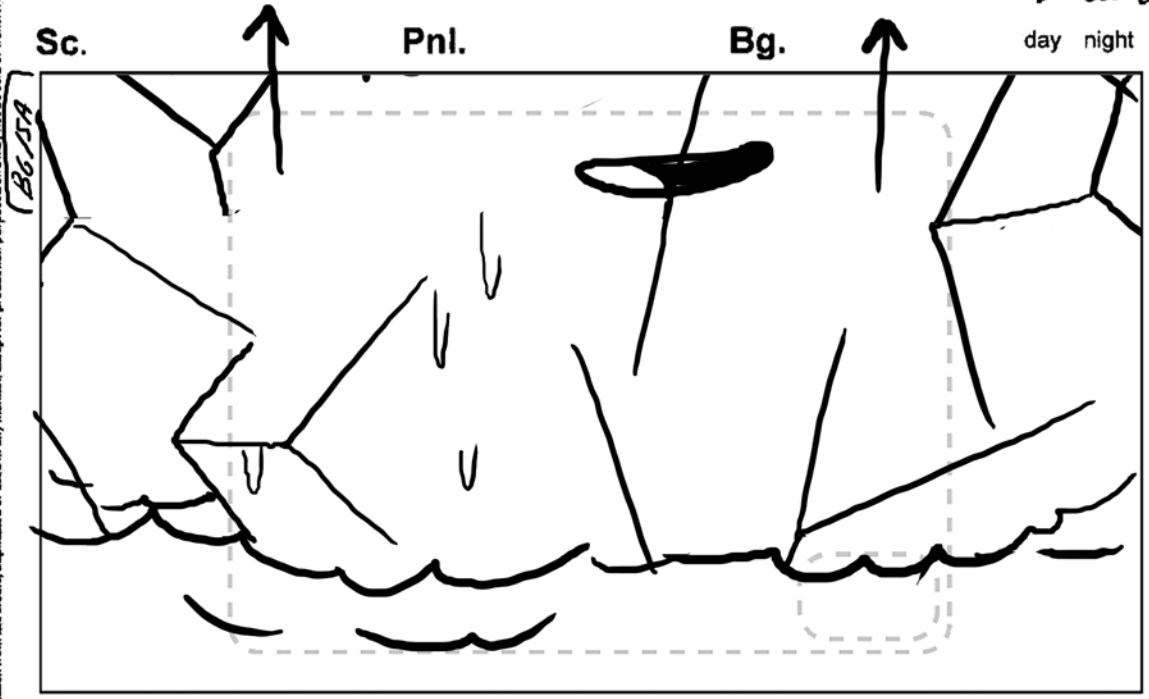
Action:

JUSTIN ROCKCANDY RISES →

Timing:

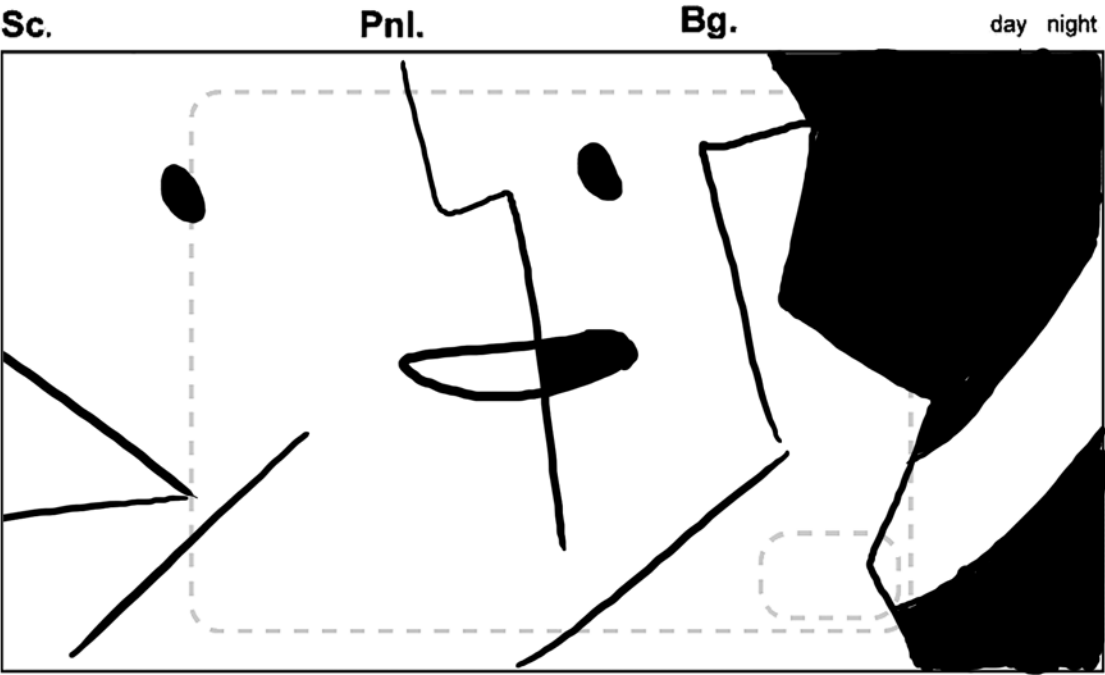
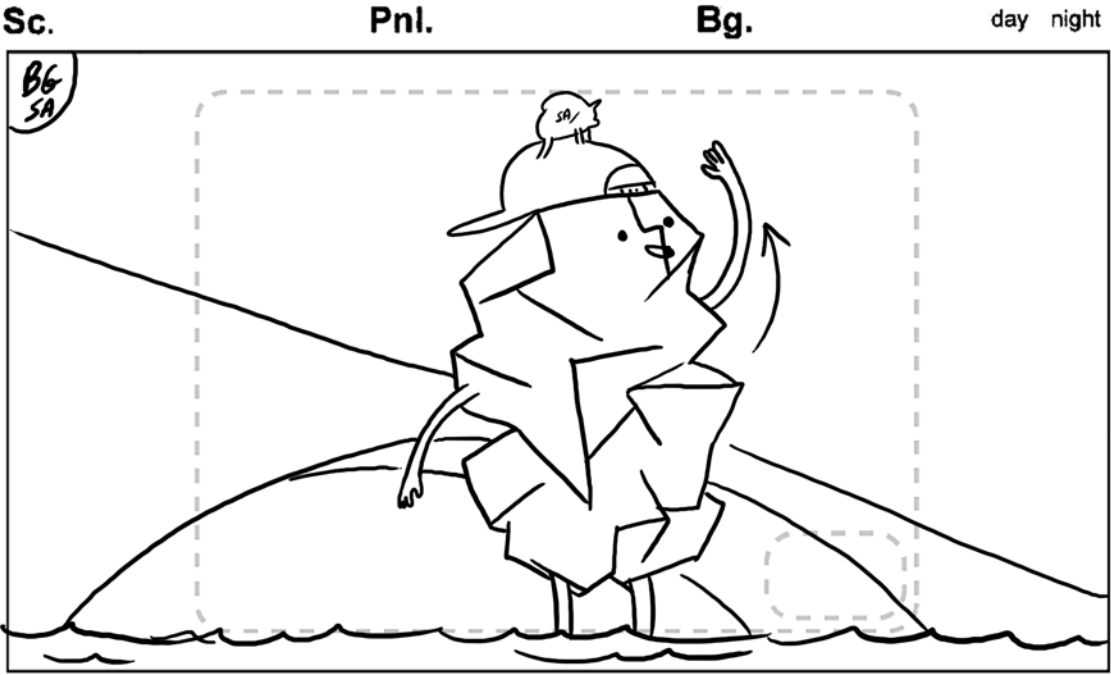
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ADVENTURE TIME



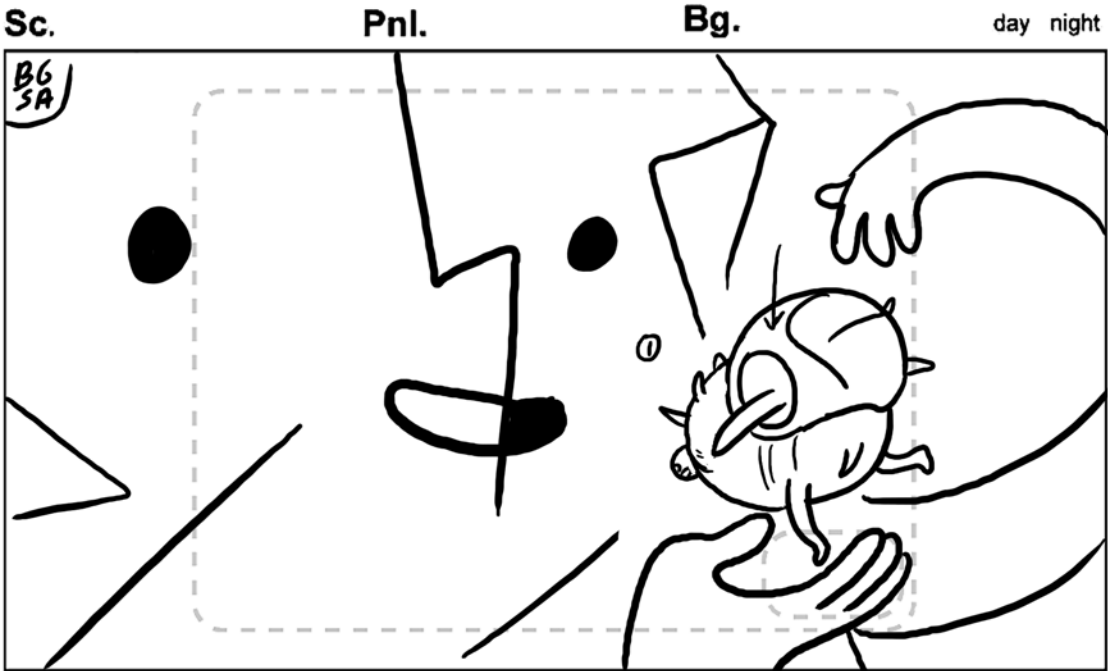
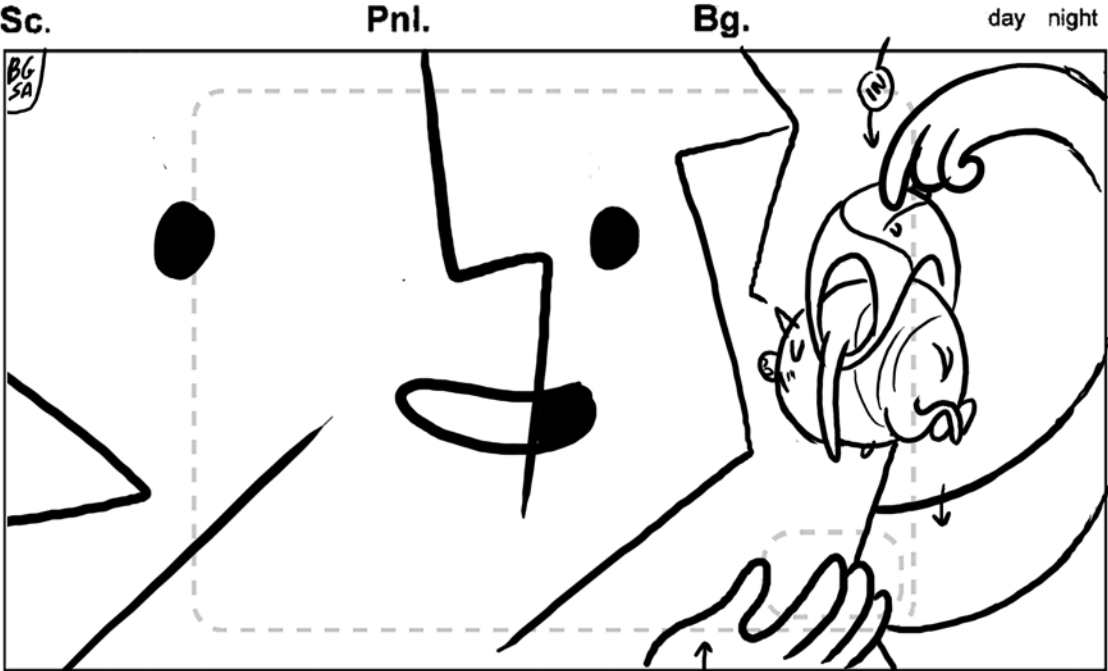
Dialog:	JR/ YOU LOOK REALLY PRETTY TODAY, BY THE WAY	TU/ ... JUSTIN??
Action:	JUSTIN ROCKCANDY RISES	-(CLOUDS RESEMBLE DOODLES) - JR RISES
Timing:		

ADVENTURE TIME



Dialog:	
JR/ GUILTY AS CHARGED, HA HA!	JR/ HEY, YOU PSYCHED FOR YOUR BIRTHDAY, BIRTHDAY GIRL?
Action:	
① JR REACHES UP, PICKS UP TV BY BACKPACK ② ③	JR REACHING UP
Timing:	

ADVENTURE TIME



Dialog:

JR/ DON'T FORGET ABOUT OUR LITTLE
'RENDEZ-VOUS' AT LOVETREE POINT, EH?

Action:

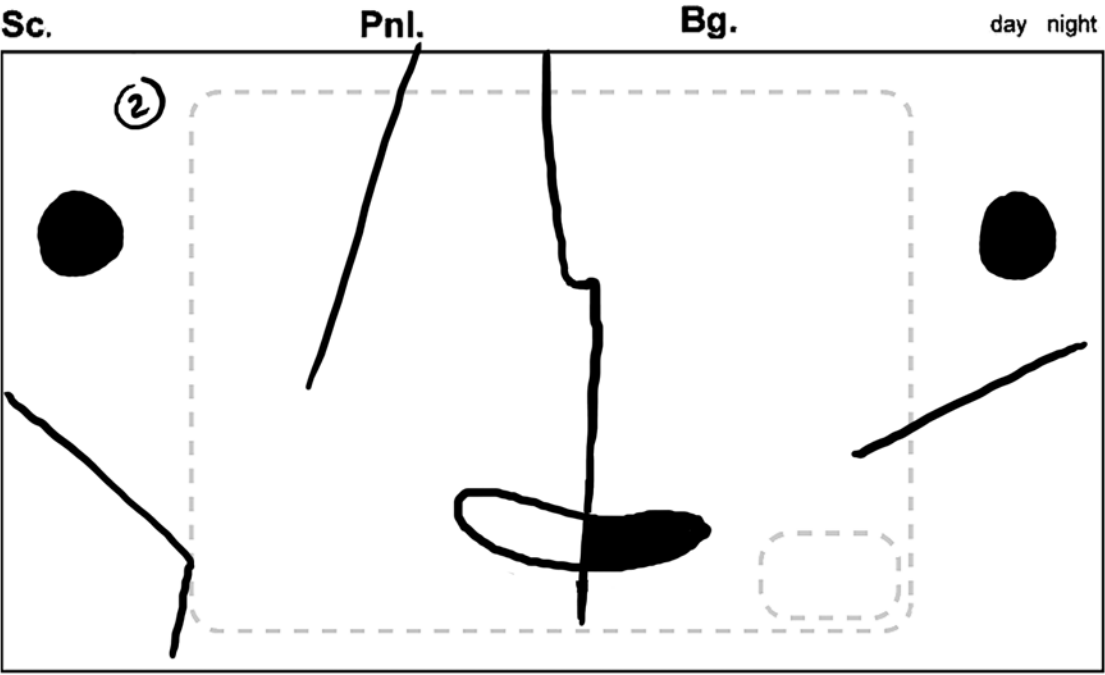
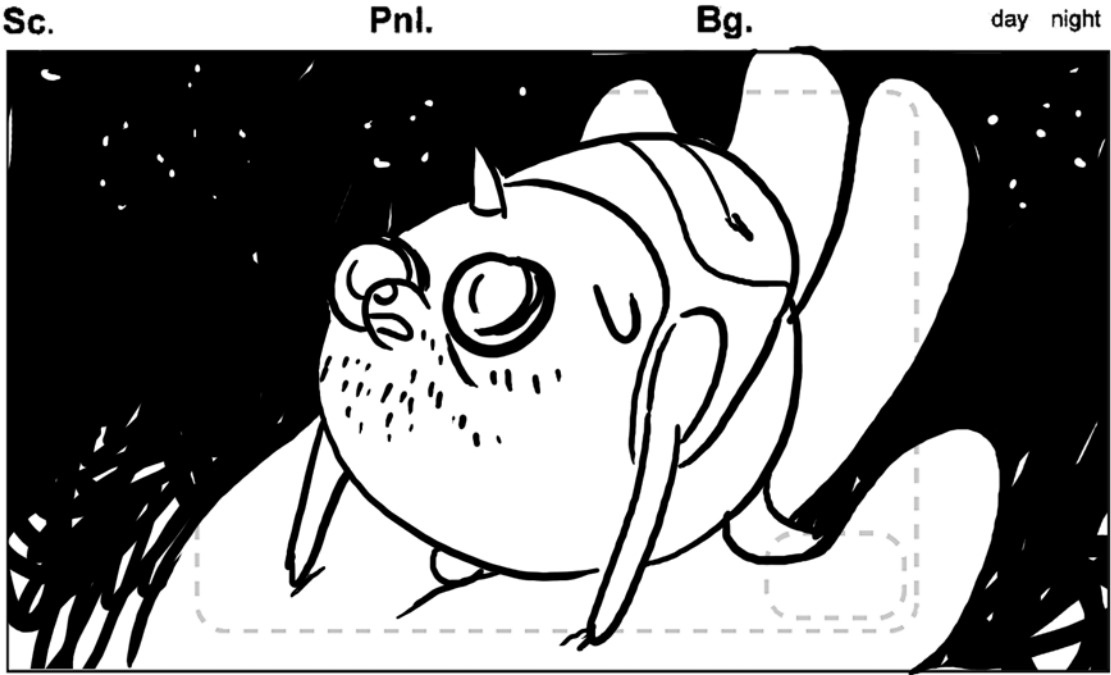
-BRINGS TV DOWN TO HAND
-FACE/EYES MOVE W/ TV



-DROPS TV INTO HAND

Timing:

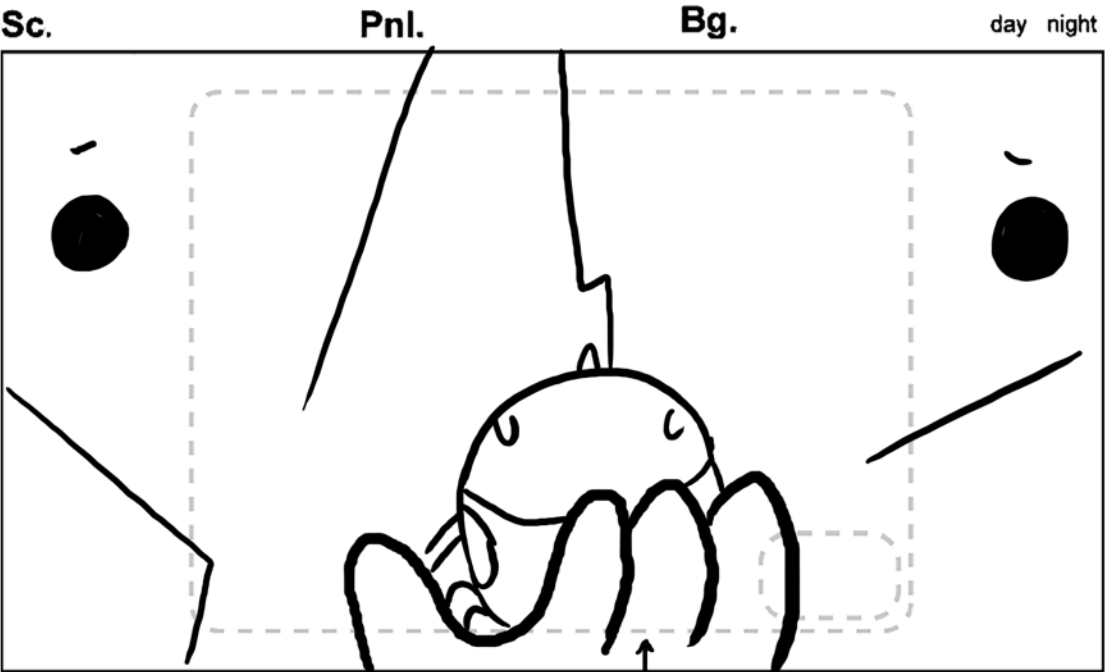
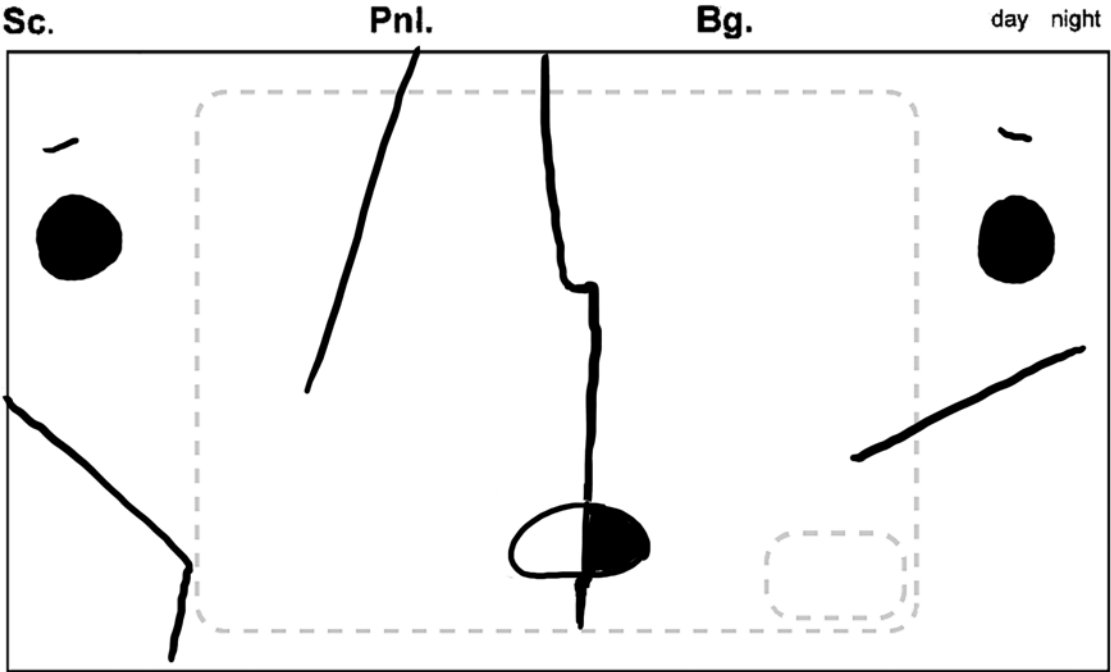
②

ADVENTURE TIME



Dialog:	JR(VO)/ I CAN'T WAIT FOR YOU TO SEE YOUR PREZZIE	JR/ UM... YOU'RE GONNA BE THERE, RIGHT?
Action:	(BG SKY FALLS AWAY TO SCRIBBLES) TV GETS UP/BACKS AWAY	
Timing:		

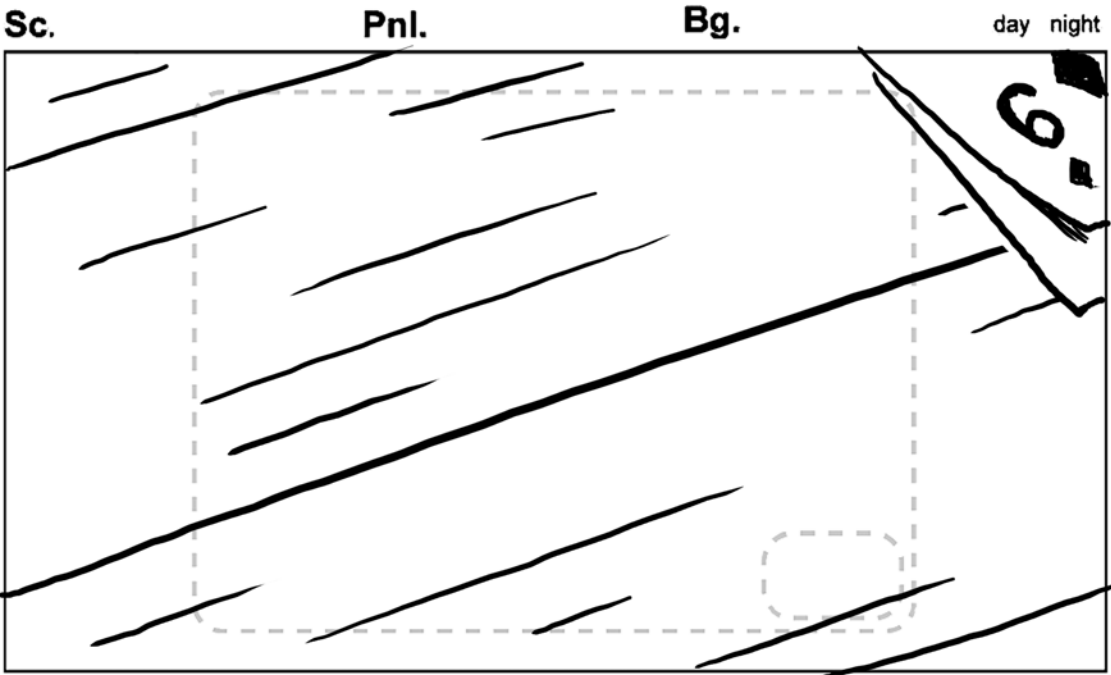
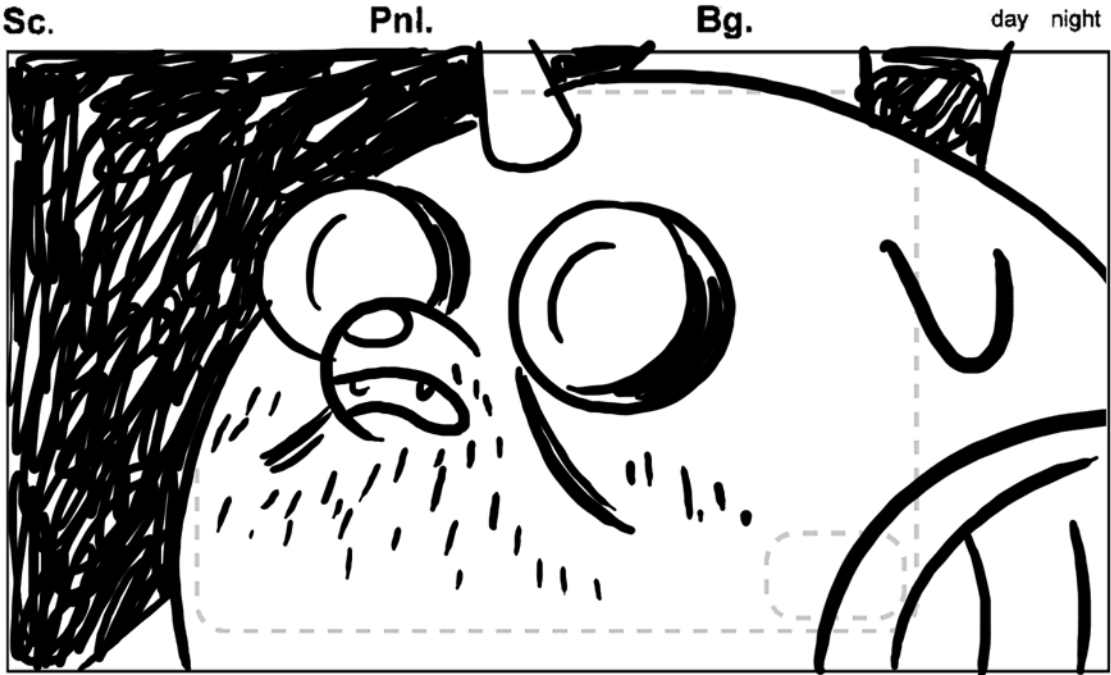
ADVENTURE TIME



Dialog:	JR/ LOVETREE POINT... → YOU'RE GONNA COME?	
Action:	LOOKS CONCERNED	MOVES HAND/TV UP TO FACE
Timing:		

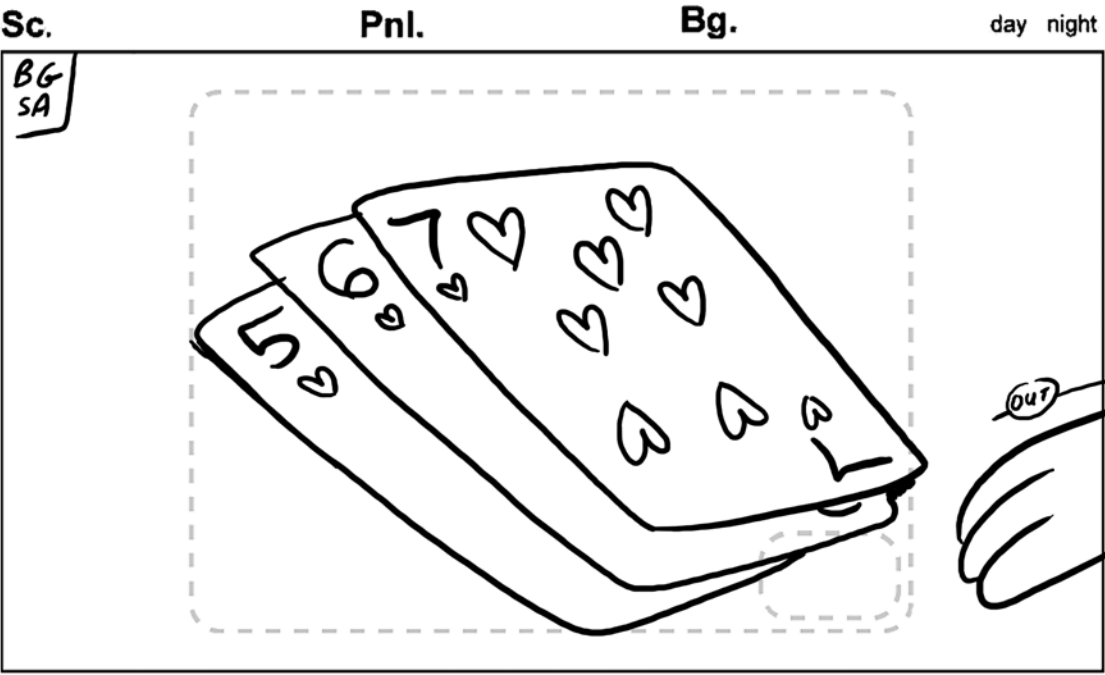
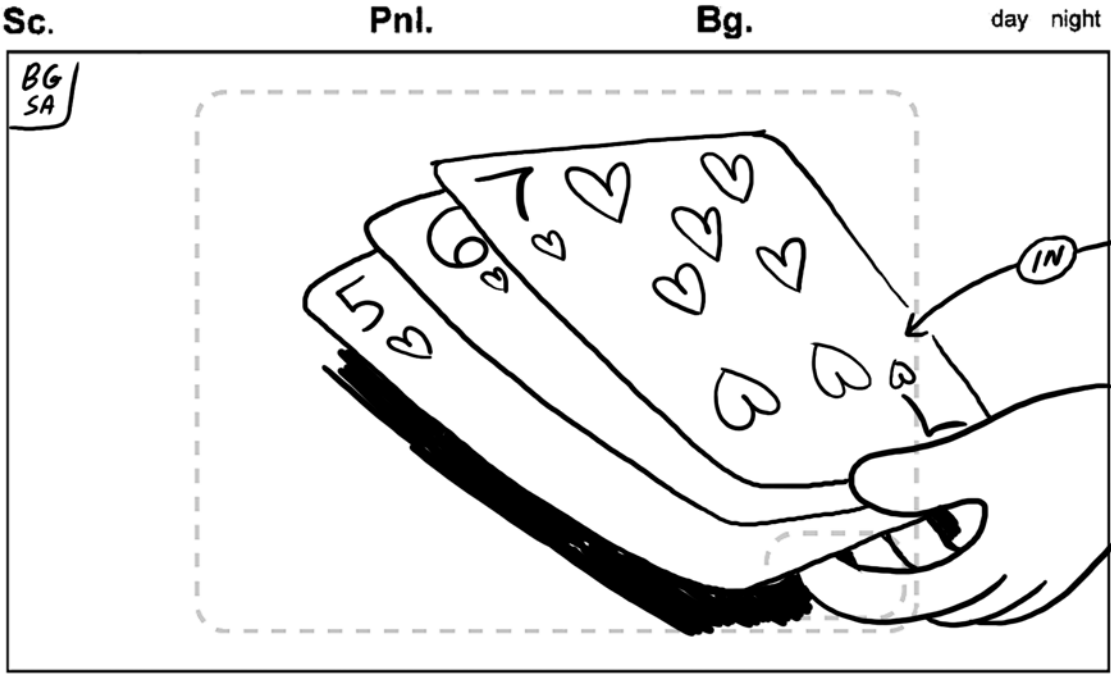
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ADVENTURE TIME



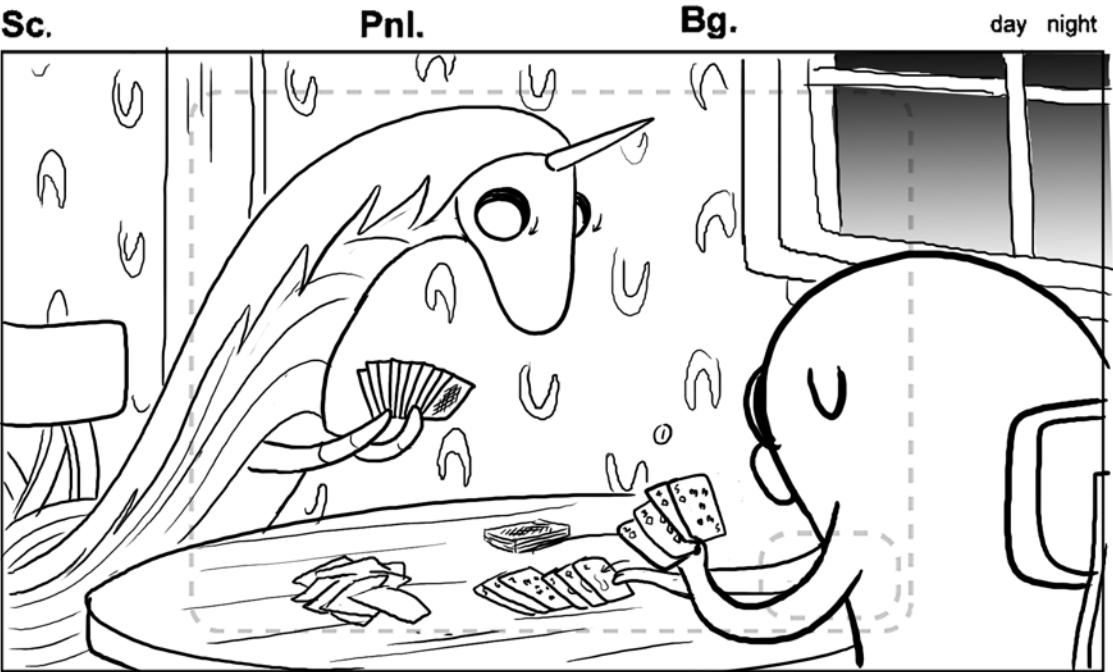
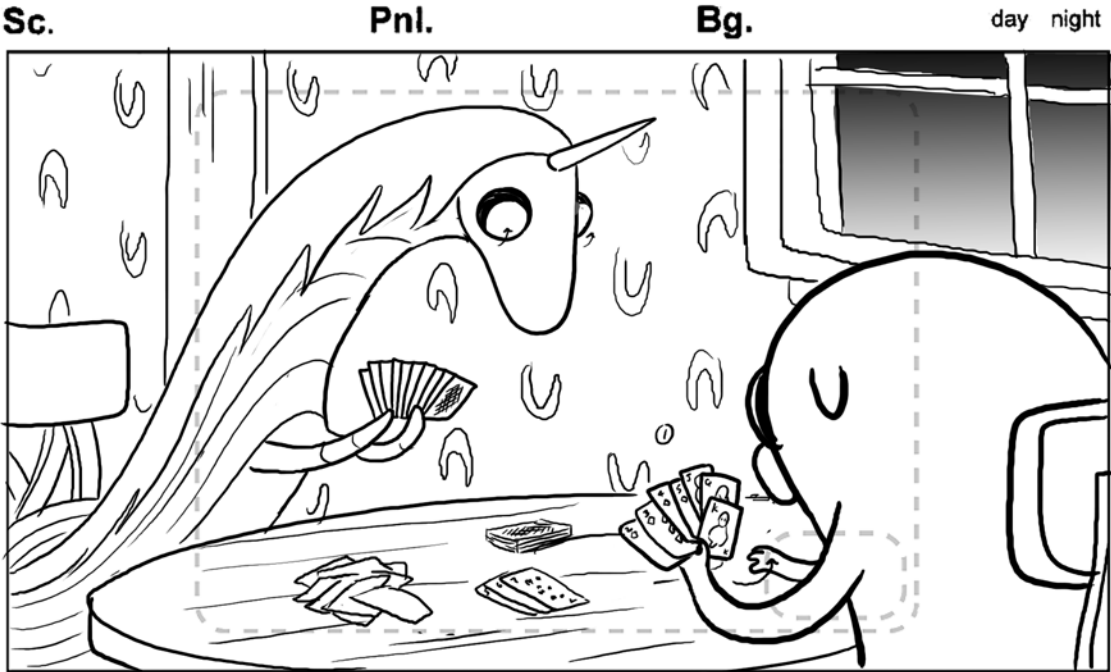
Dialog:	J(OS)/ PLEASE SAY YES? TV/ (SHRIEK/WAIL)
Action:	TABLE
Timing:	

ADVENTURE TIME



Dialog:	JAKE / BAM! (os)
Action:	JAKE'S HAND TOSSES DOWN CARDS
Timing:	

ADVENTURE TIME



Dialog:

TV/ ① BAM!

Action: ① HAND TO CARDS
② SELECTS NEXT SET
LADY'S EYES FOLLOW HAND

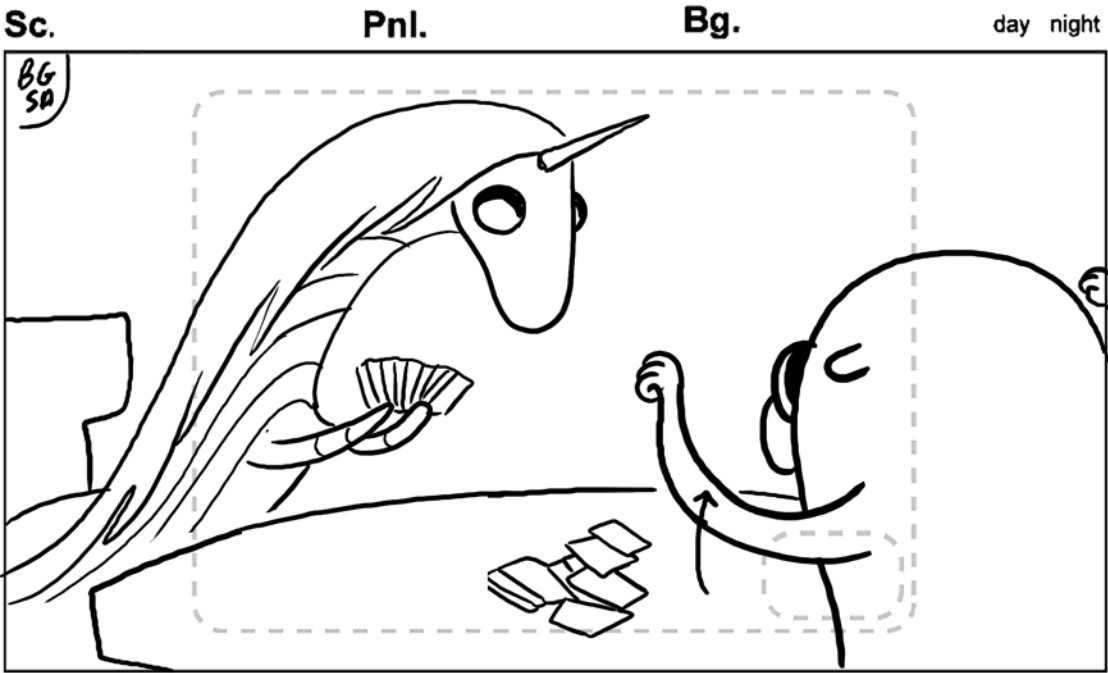
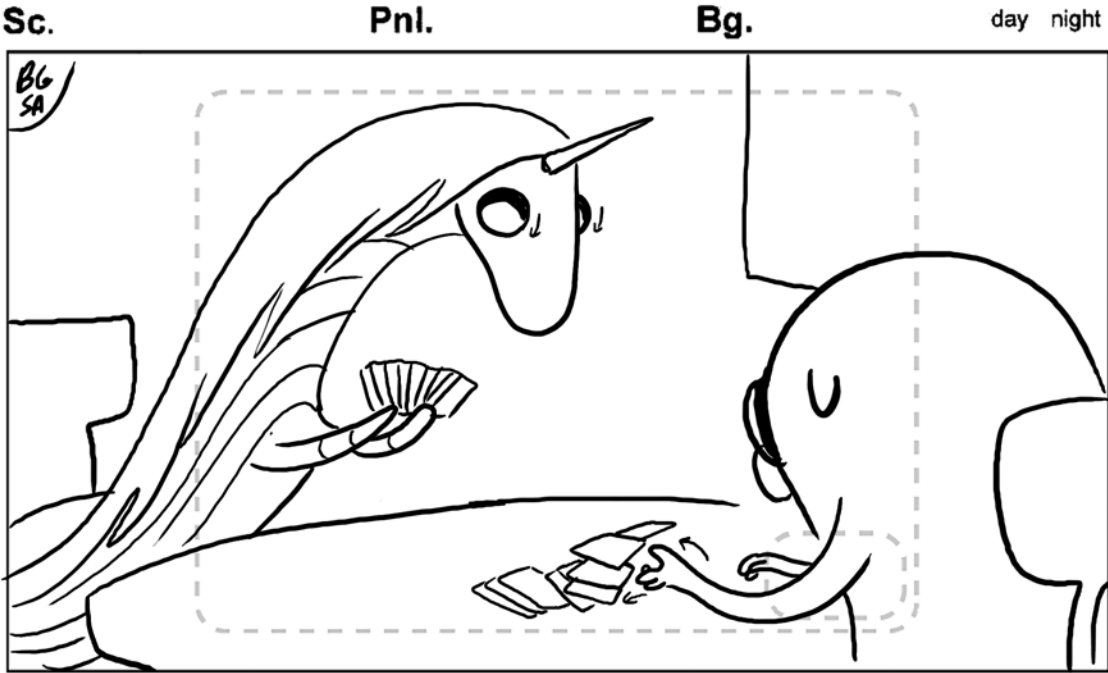
Timing:

②

① PLACES DOWN 2ND SET
③ HAND TO CARDS

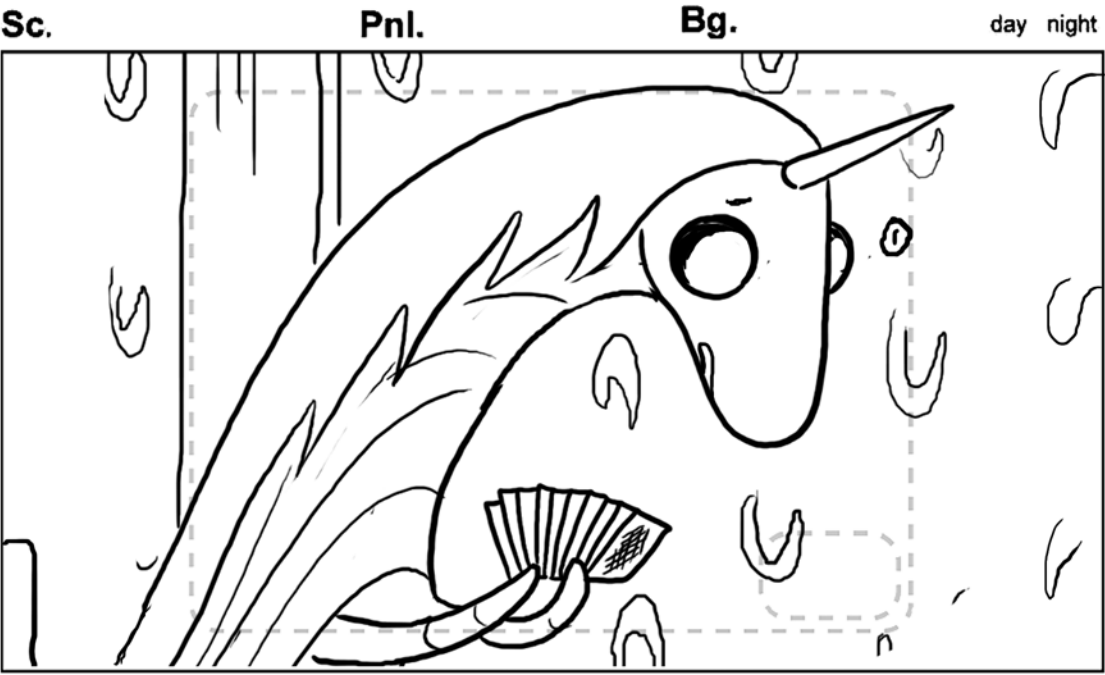
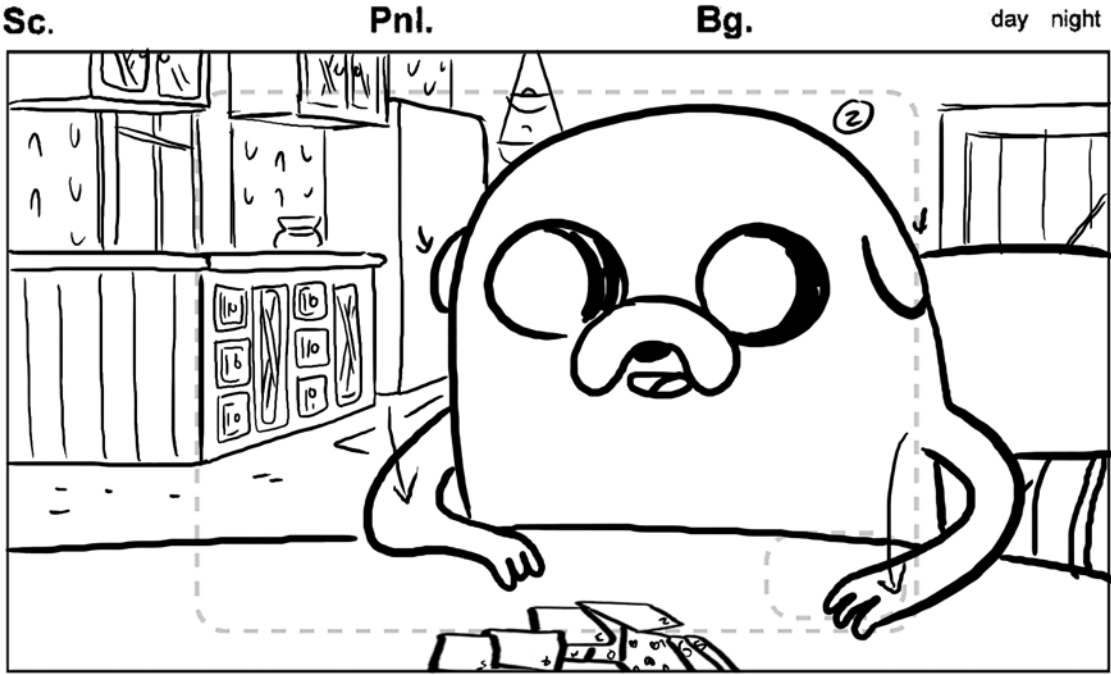
②

ADVENTURE TIME



Dialog:	TV/BAM!	TV/WOO-HOO!
Action:	- TOSSES LAST SET	- THROWS ARMS UP VICTORIOUSLY
Timing:		

ADVENTURE TIME



Dialog: J/② LADY, YOU'RE REALLY OFF YOUR GAME!
I NEVER WIN AT GIN RUMMY!

L/<I'M WORRIED ABOUT TV. ② HE'S
BEEN GONE ALL DAY!>

Action: LOWERS ARMS

[NOTE: CHECK RULES OF
GIN RUMMY...]

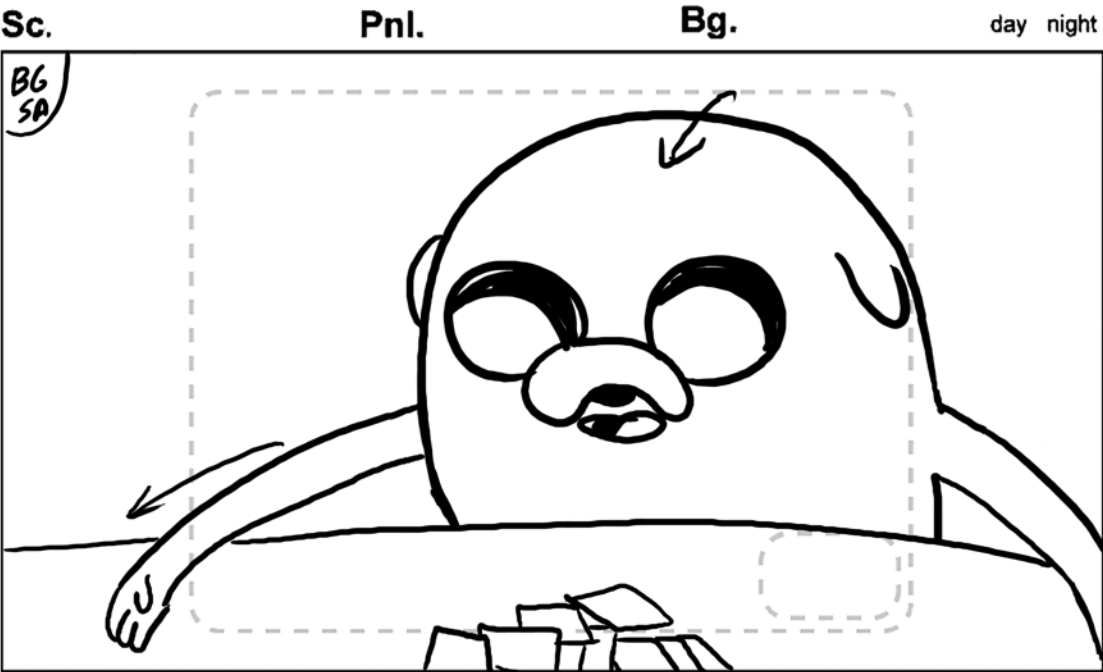
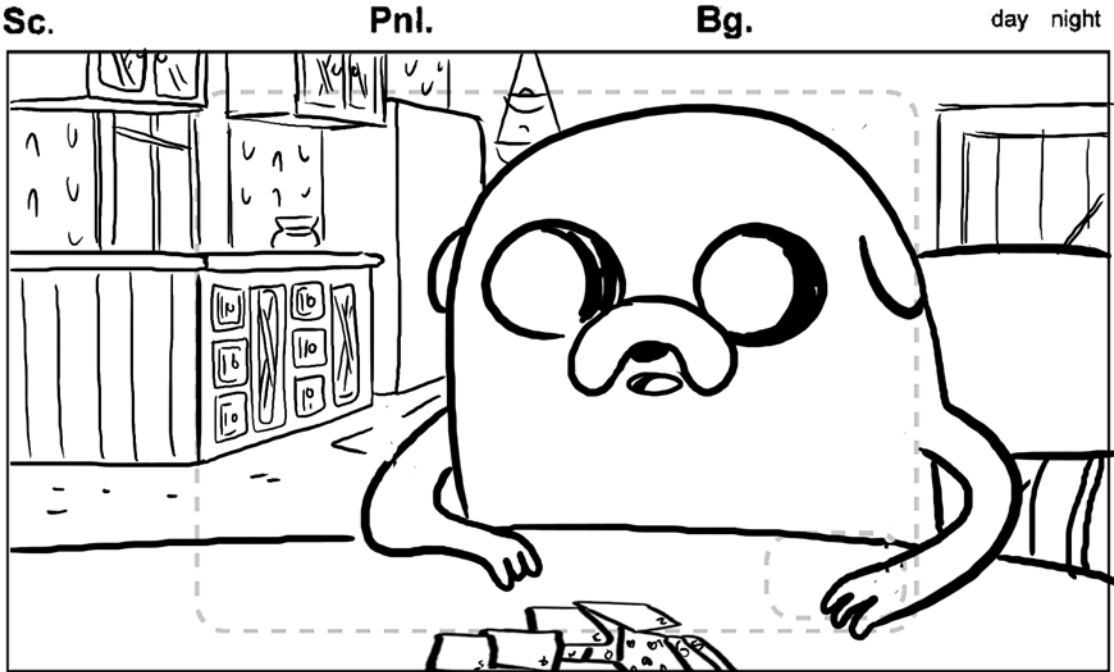
Timing:



— ② LADY LAYS DOWN CARDS,
STRETCHES SLIGHTLY TO TAKE

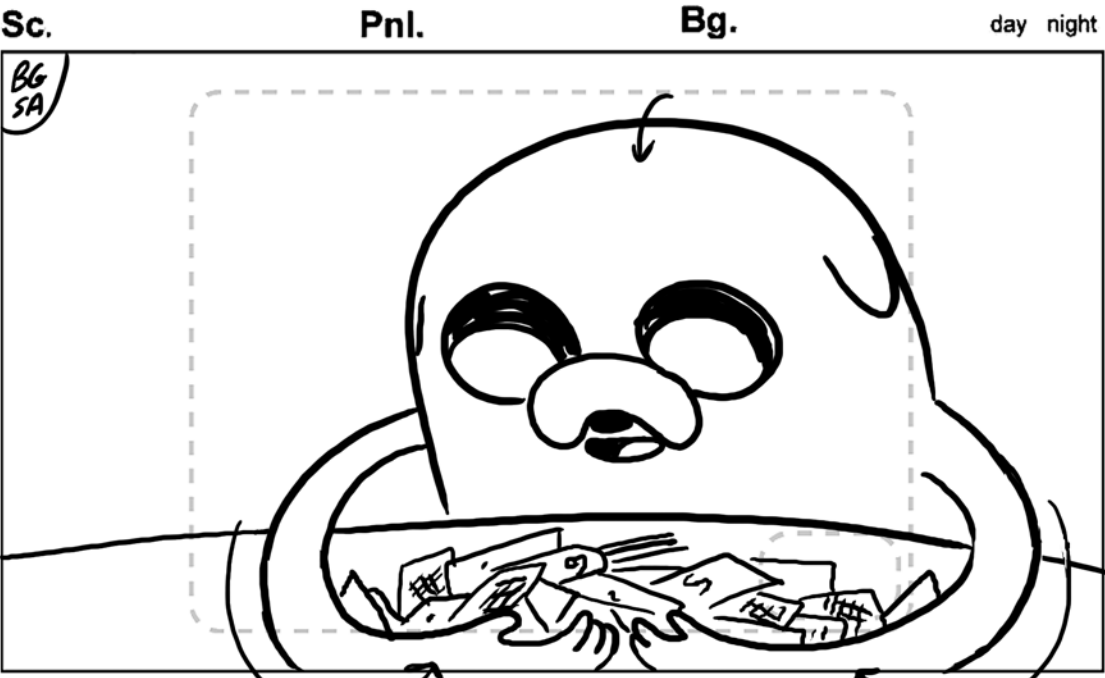
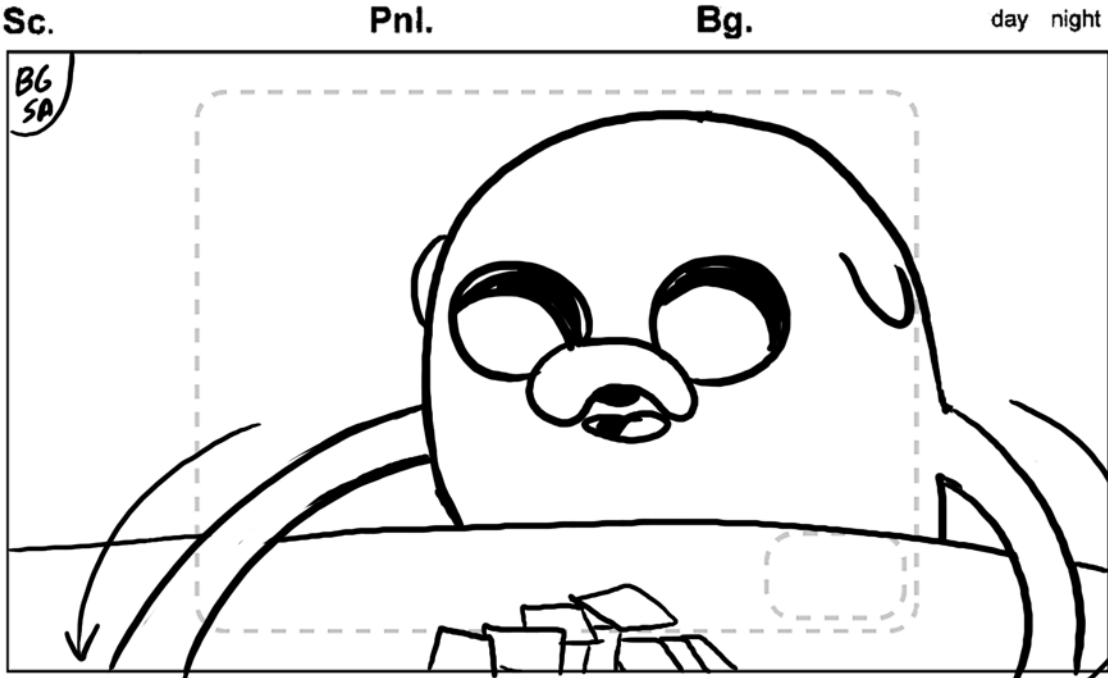


ADVENTURE TIME



Dialog:	J/ YOU SAID YOU WANTED THE KID TO SPEND MORE TIME OUTSIDE
Action:	STRETCHES ARMS TO ENCIRCLE CARDS (INCL THOSE OUT-OF-VIEW)
Timing:	

ADVENTURE TIME



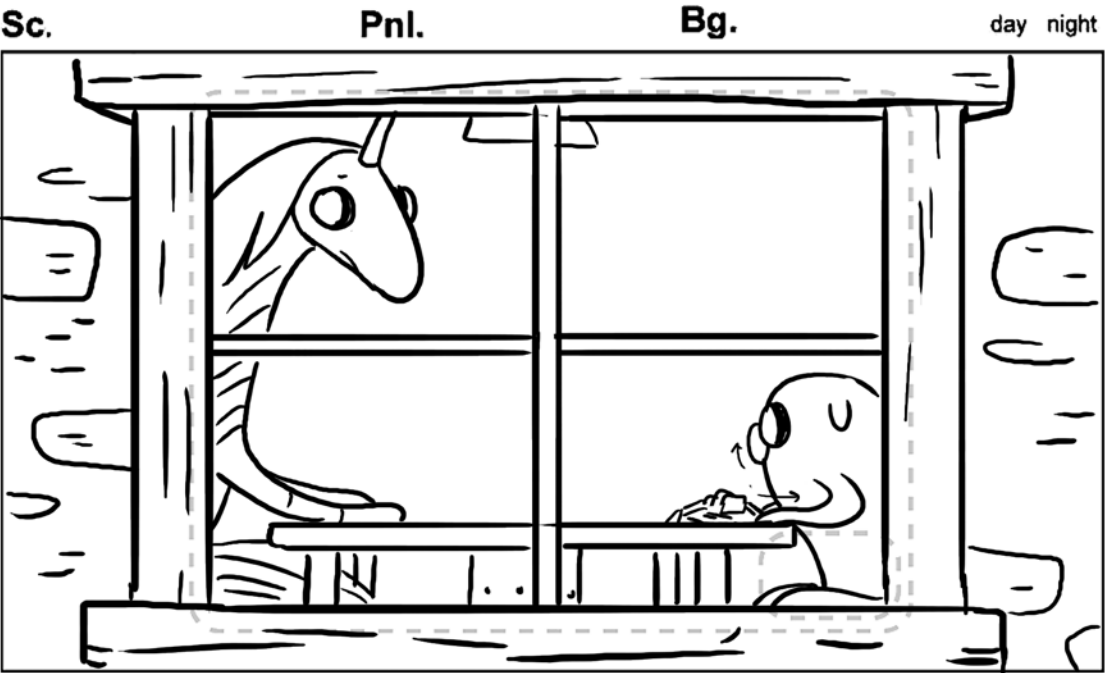
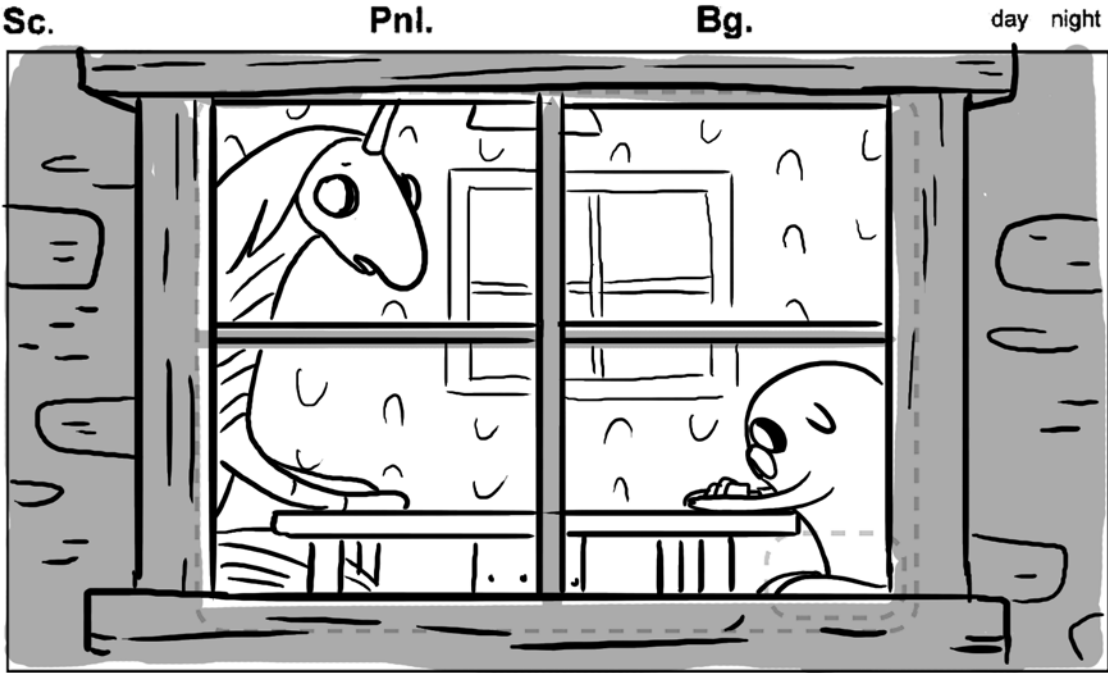
Dialog:

J/HE'S LOVING IT!

Action: SCOOPS/EXTENDS ARMS → PULLS PILE OF CARDS TO BODY

Timing:

ADVENTURE TIME



Dialog:	L: <IT'S GETTING DARK, CAN YOU CHECK ON HIM?>	J/ IF IT'LL MAKE YOU FEEL BETTER, THEN YES.
Action:	(DARK OUTSIDE)	J LOOKS UP AT LADY
Timing:		

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ADVENTURE TIME



Sc. Pnl. Bg. day night

BG
SA

Sc. Pnl. Bg. day night

BG
SA

Dialog:

J/I'M SURE HE'S FINE.

Action:

- J HOPS OFF CHAIR

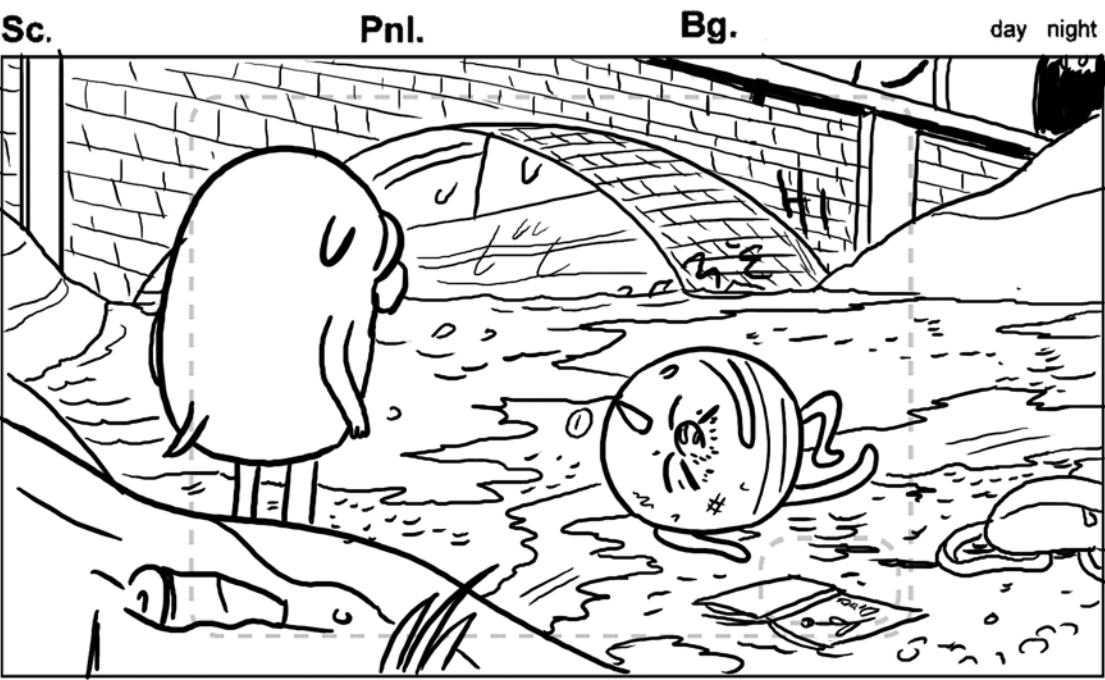
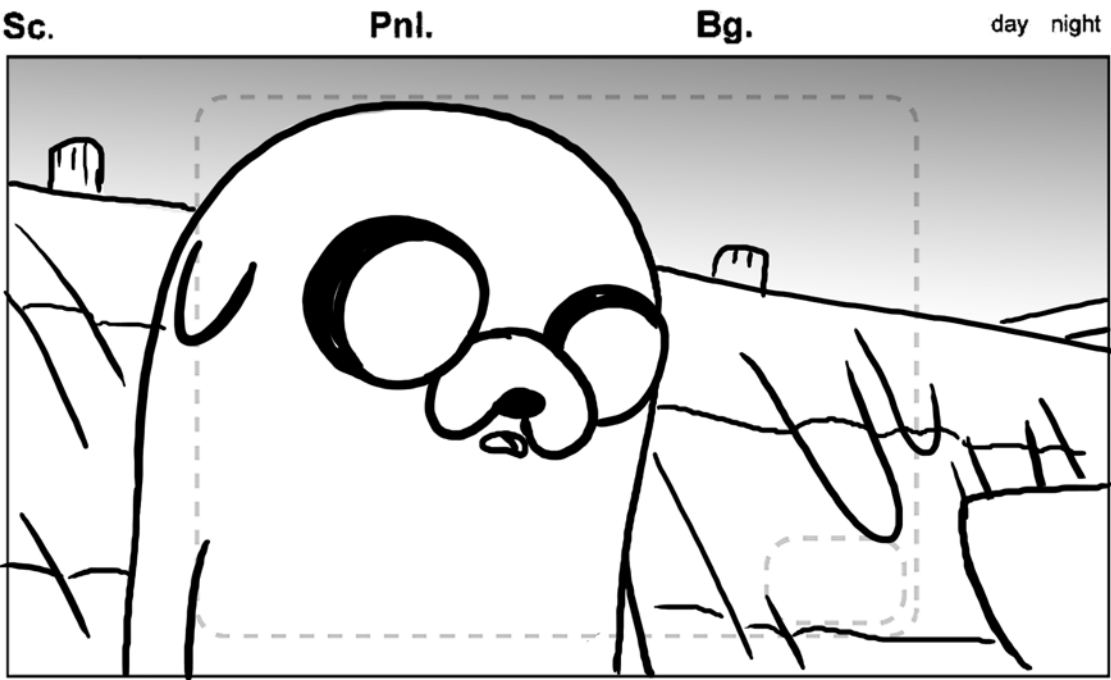
- L LOOKS AT J

J EXITS 'FRAME' OF WINDOW

Timing:

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ADVENTURE TIME

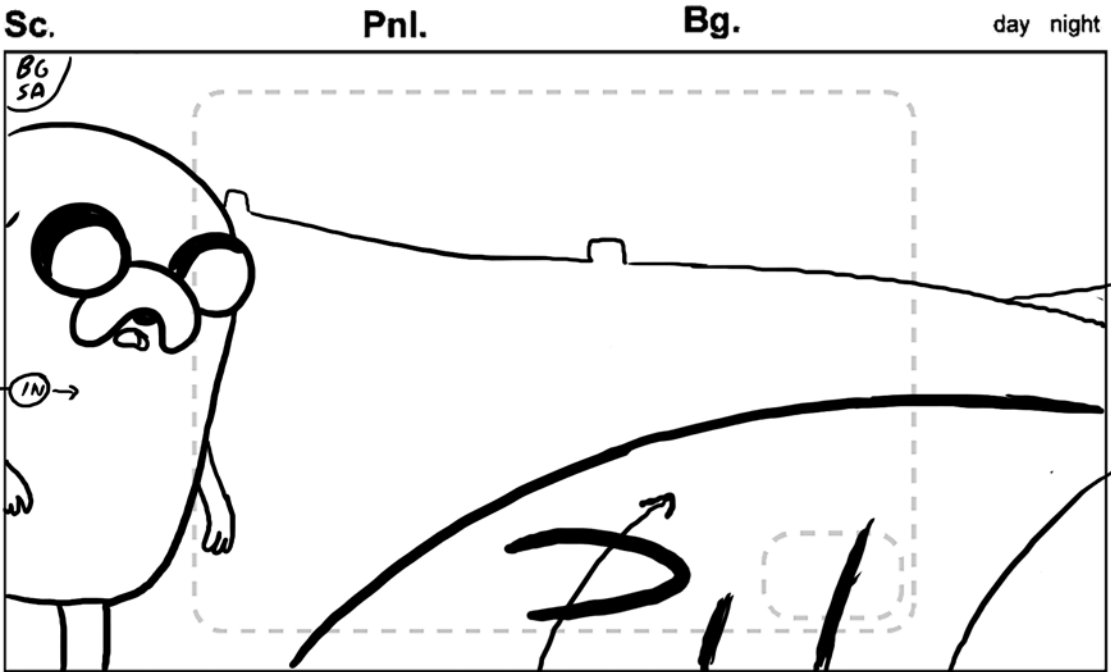
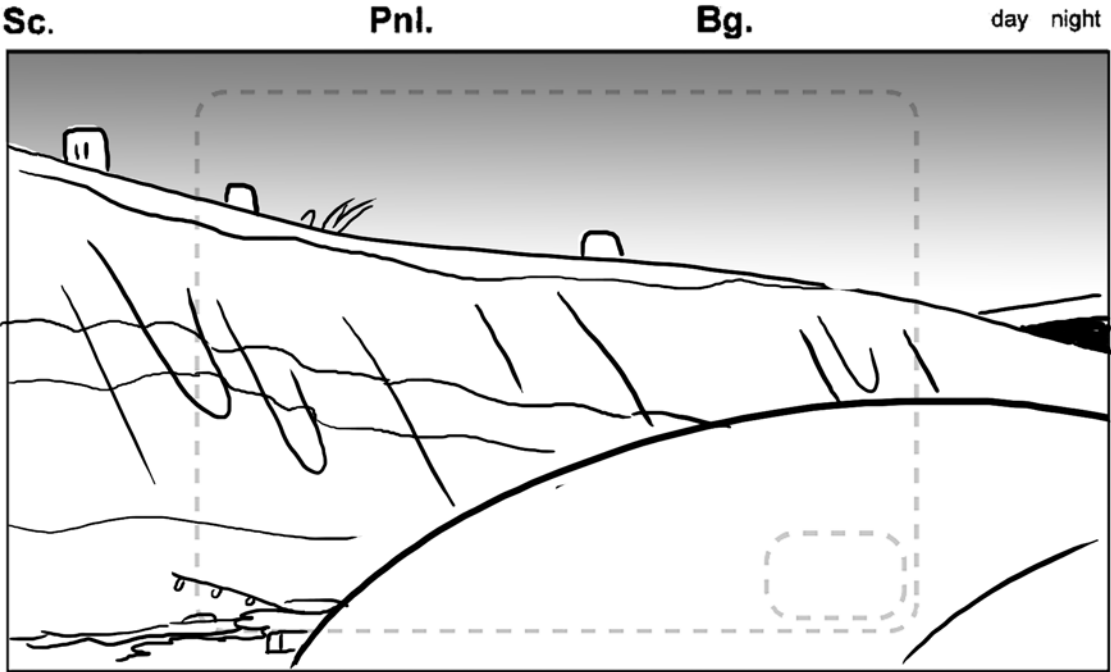


Dialog:	J/uh-oh.	TV/(INCOHERENT MUMBLING)
Action:	TV WRITHING IN DIRT ①-③	
Timing:		



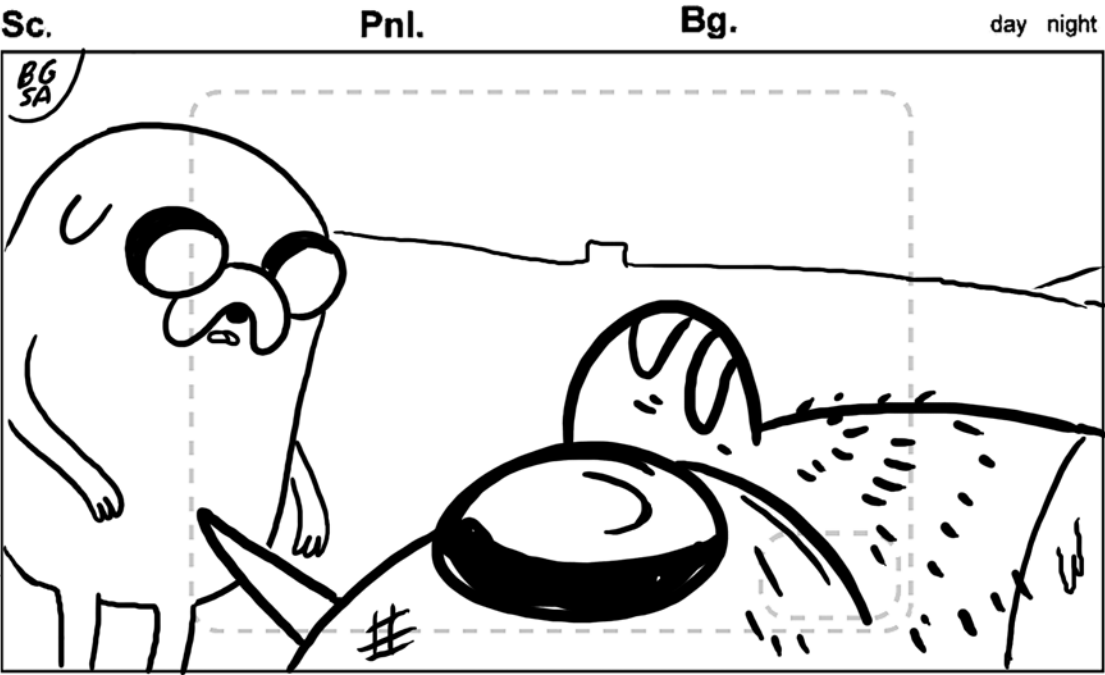
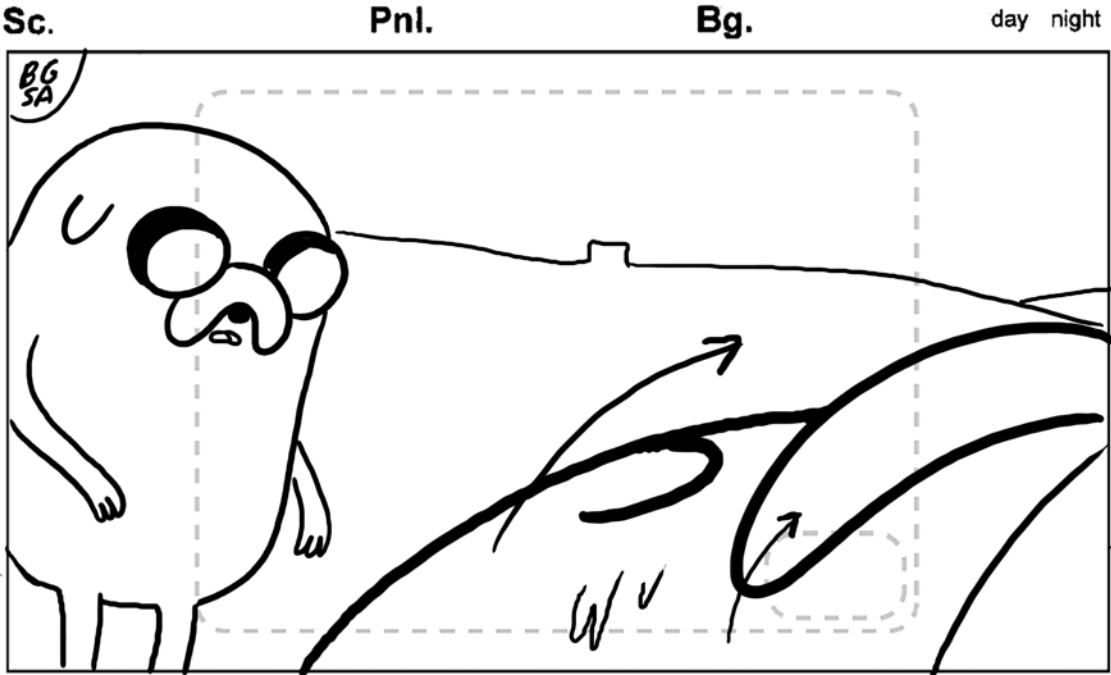
EPISODE # 1025 - 190
Production :

ADVENTURE TIME



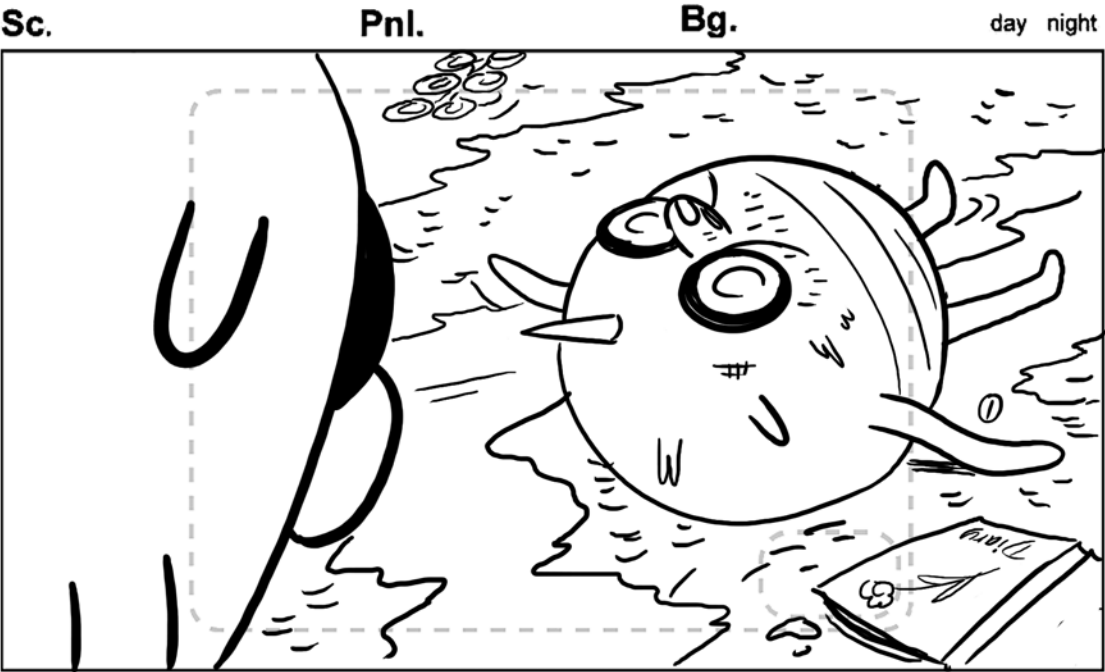
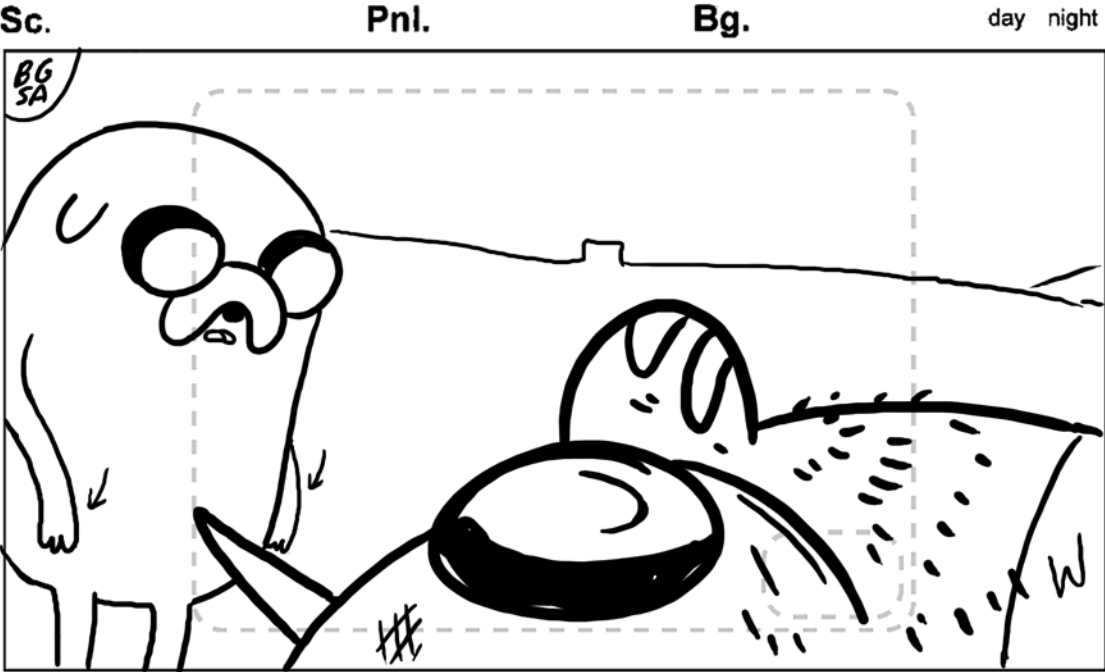
Dialog:	TV/ (MUMBLING) → J/ UHH... SON?
Action:	- J ENTERS - TV STARTS ROTATING
Timing:	

ADVENTURE TIME



Dialog:	TV/MOM...? (PANTING)
Action:	TV ROTATING TV FLIPS TO BACK
Timing:	

ADVENTURE TIME



Dialog:	J/ UH, CLOSE ENOUGH TV/ (PANTING)	TV/ MOM...
Action:	J'S HANDS LOWER	②TV REACHES FOR DIARY
Timing:		



ADVENTURE TIME



Sc. Pnl. Bg. day night

BG SA

Sc. Pnl. Bg. day night

BG SA

Dialog:

TV/ GET OUT OF MY ROOM!!

Action:

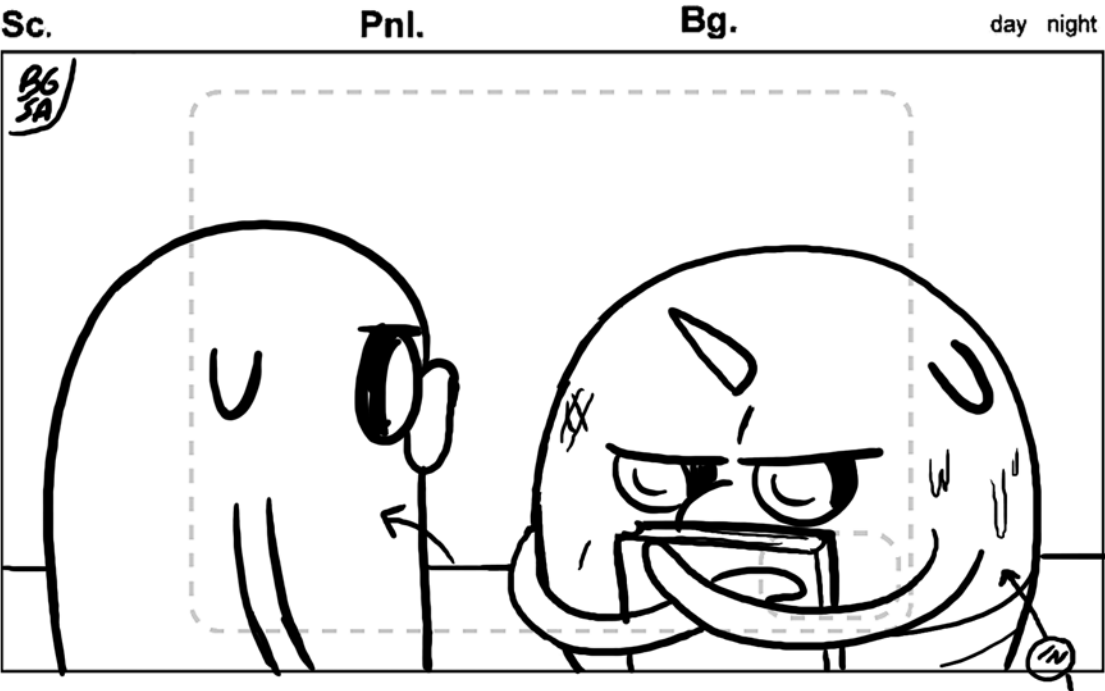
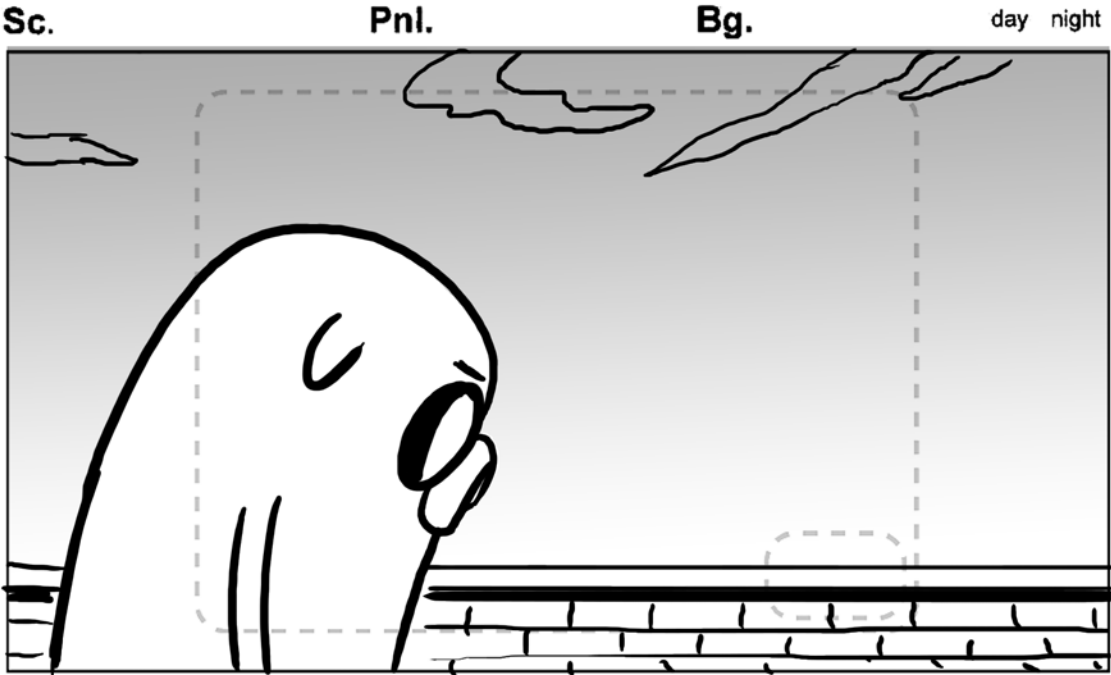
SNATCHES DIARY, PULLS TO BREAST

TV ROLLS INTO BALL, ONTO SIDE

Timing:

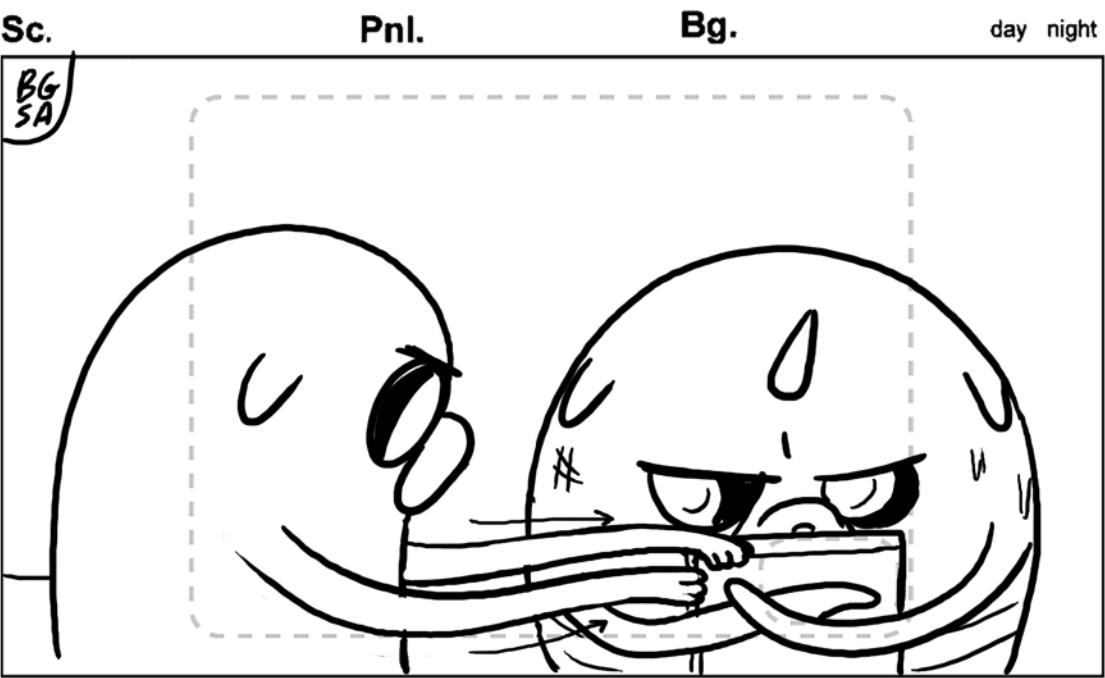
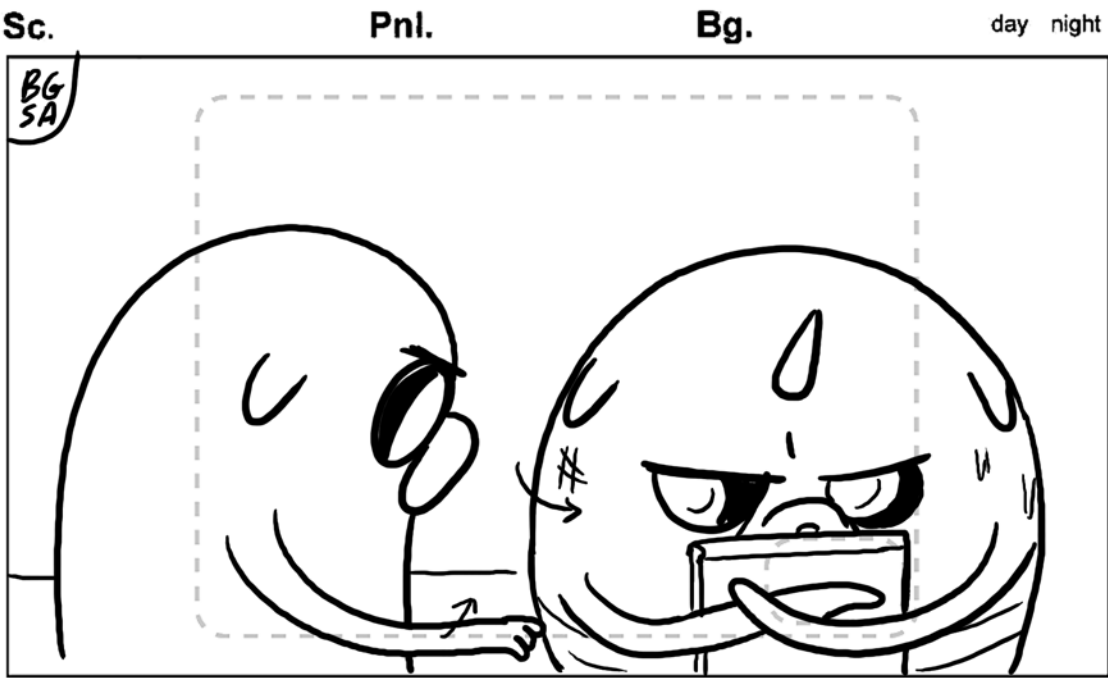
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ADVENTURE TIME



Dialog:	J/ TV, WHAT IS THAT	TV/ PRIVATE PROPERTY.
Action:	-TV STANDS UP -HOLDS DIARY IN FRONT OF FACE, GLARING	
Timing:		

ADVENTURE TIME



Dialog:

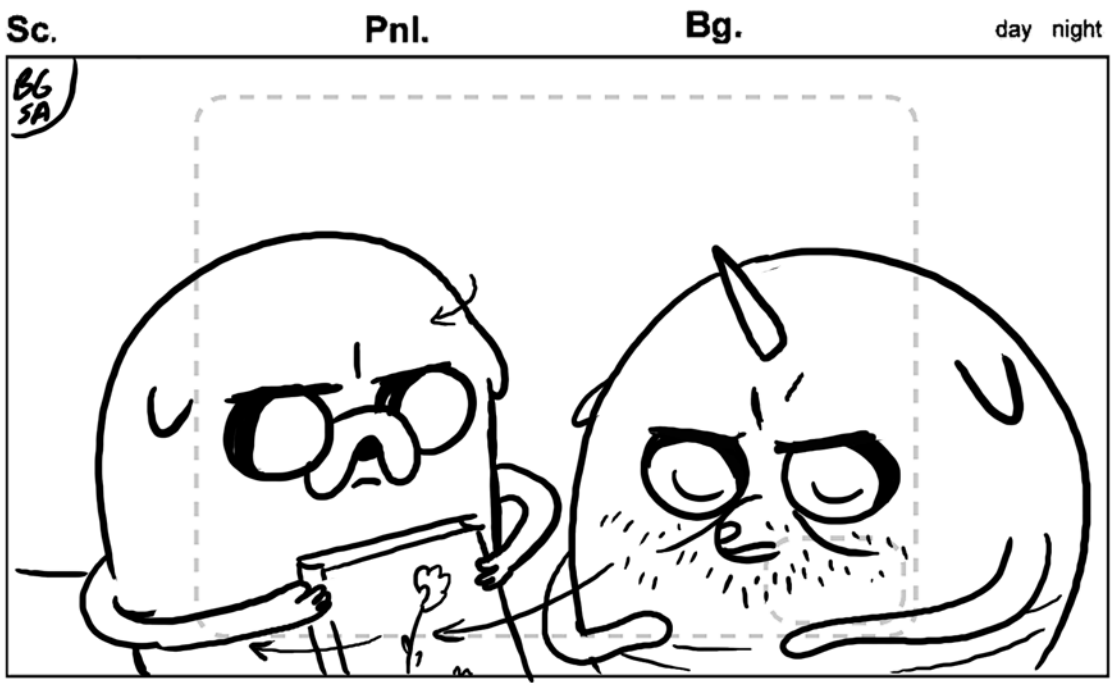
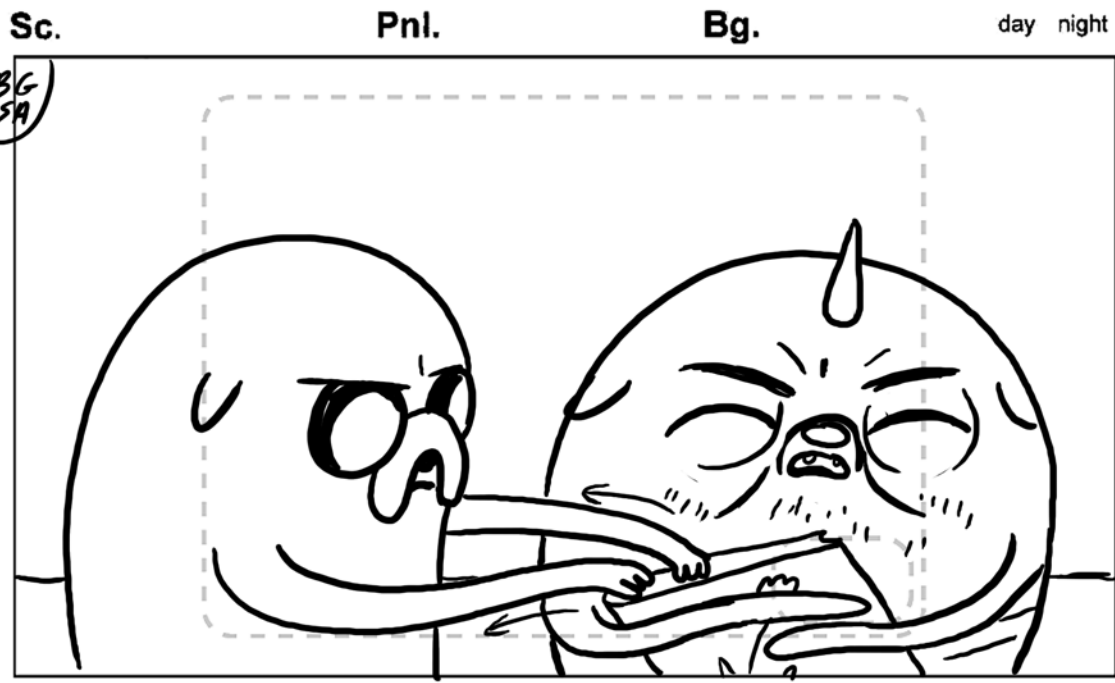
J/ SOMETHING'S GOING ON HERE.
GIMME THE BOOK.
TV/NO.

Action:

J REACHES FOR BOOK,
TV EVADES

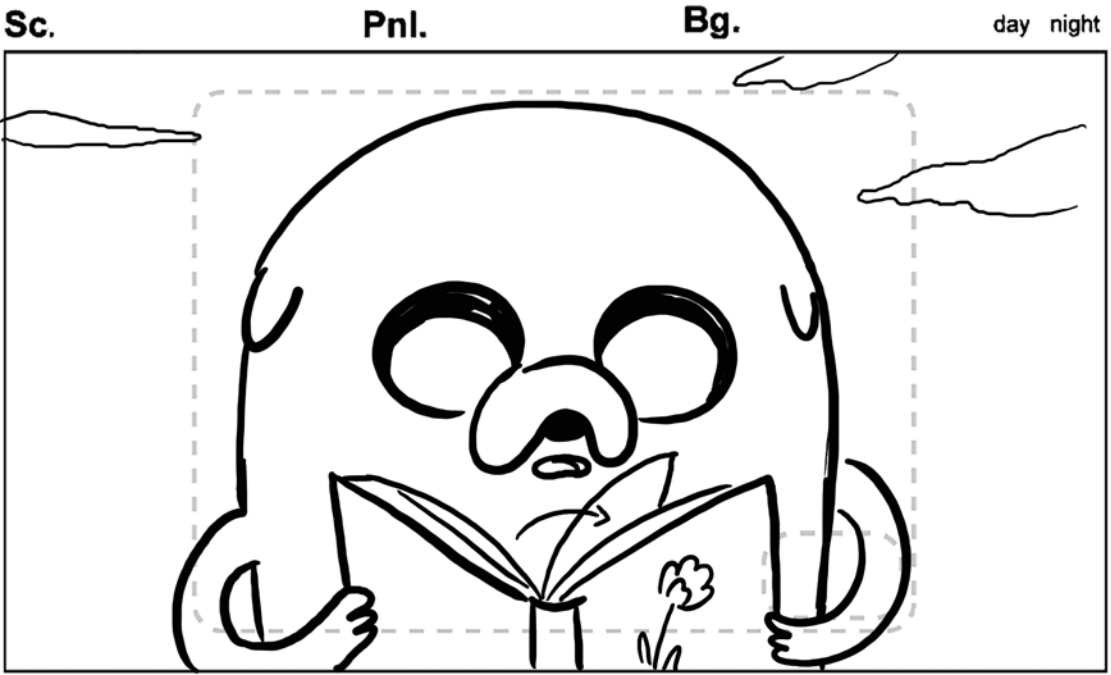
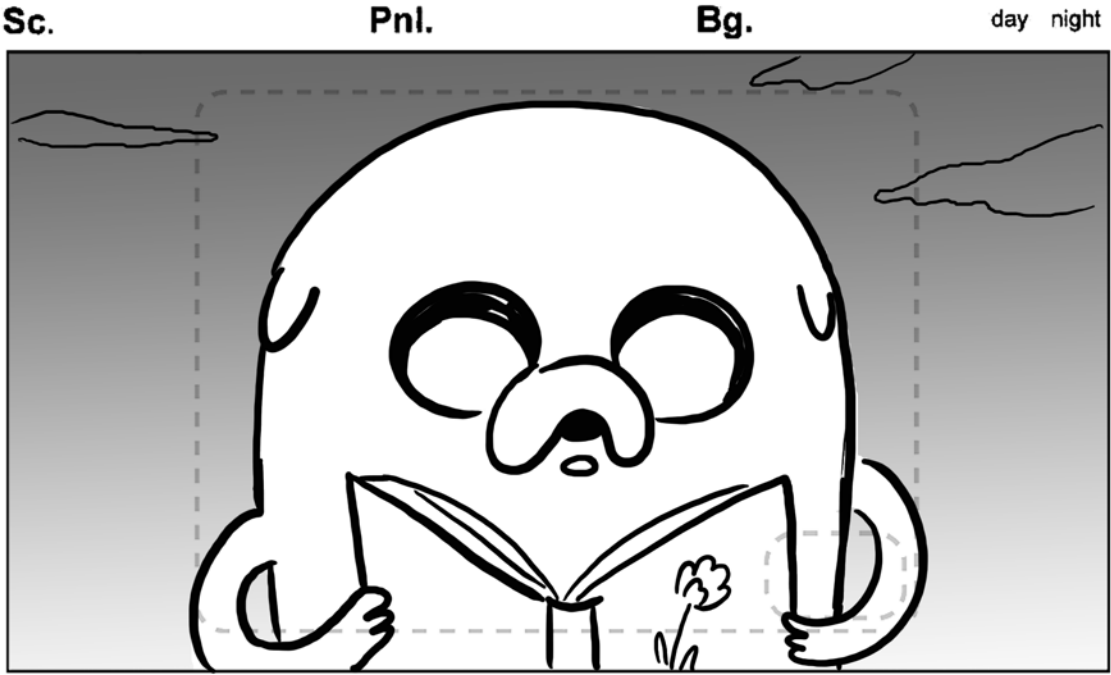
Timing:



ADVENTURE TIME



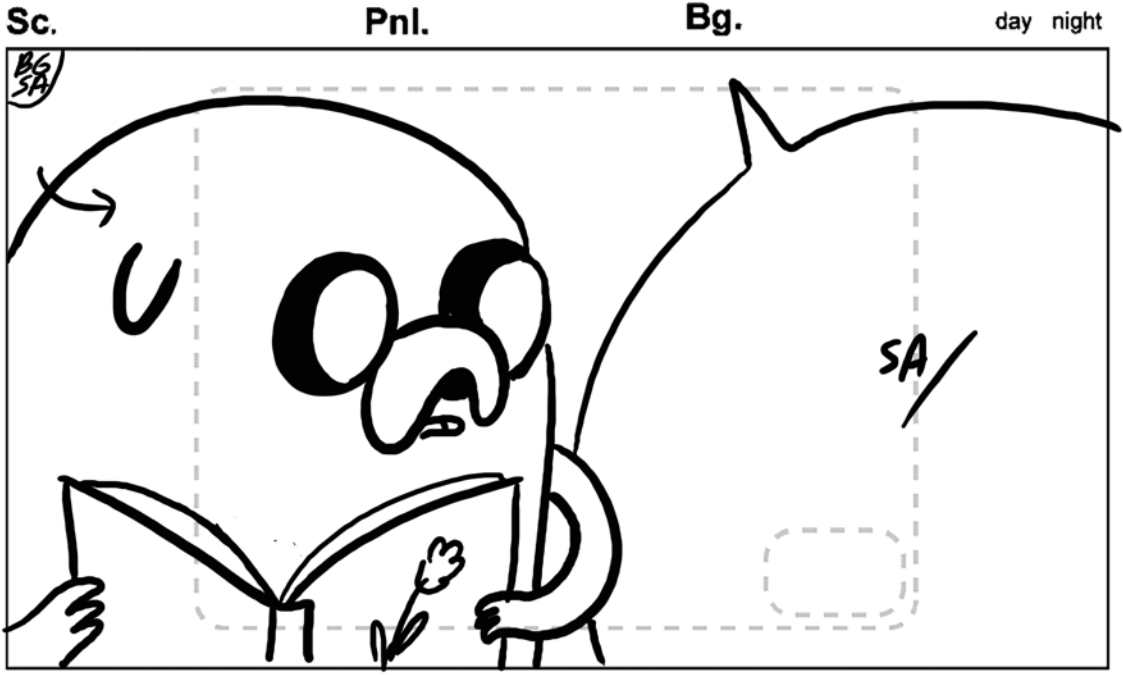
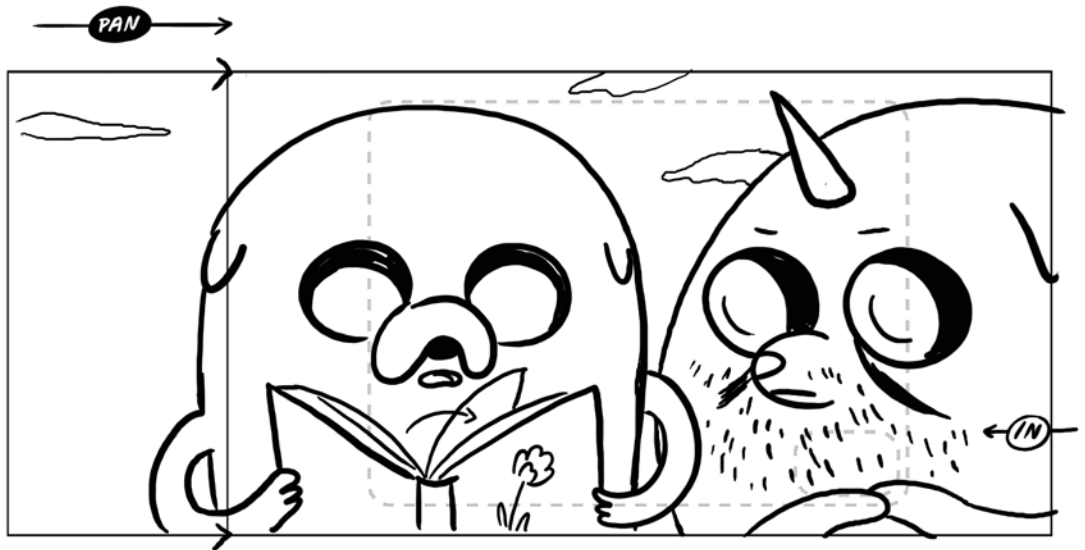
Dialog:	TV/ NO!	
Action:	J PULLS BOOK	TV RELEASES BOOK
Timing:		

ADVENTURE TIME



Dialog:	J/ A DIARY, HUH? JUICY			J/ AND NOW YOU'VE BECOME DANGEROUSLY OBSESSED WITH IT →
Action:	J FLIPS OPEN BOOK			FLIPS PAGES
Timing:				

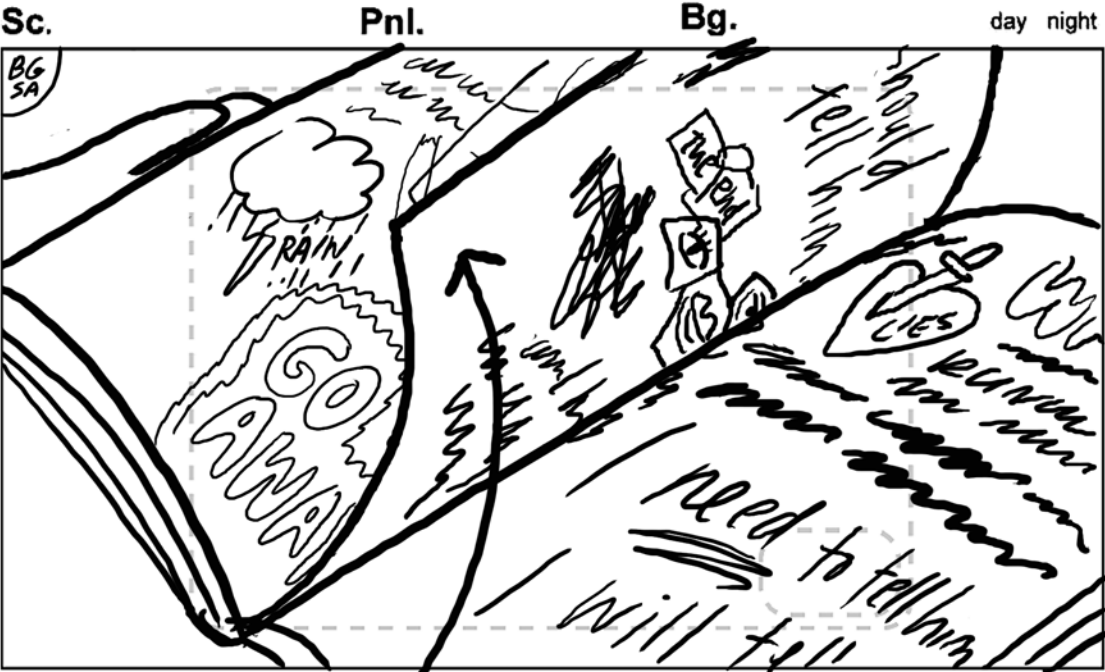
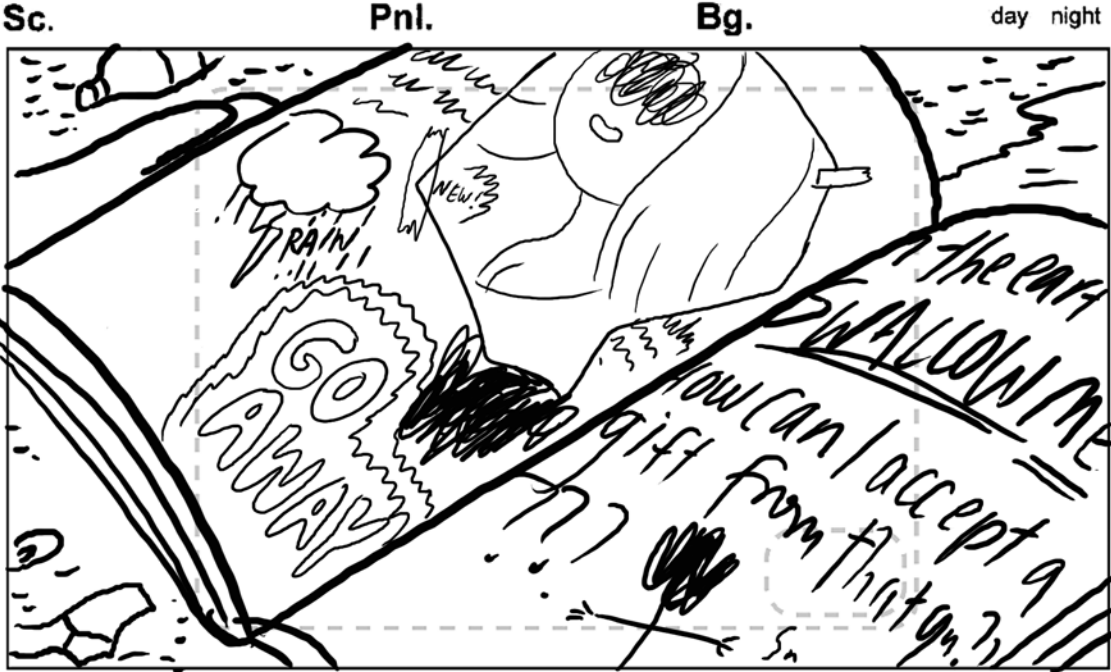
ADVENTURE TIME



<p>Dialog:</p> <p>J/ AND HAVE CONFUSED YOUR REALITY OF THAT OF THE DIARY-KEEPER</p> <p>J/ YOU ALWAYS WERE A LITTLE TO SUSCEPTIBLE TO FANTASY</p>
<p>Action:</p> <p>- PAN TO RIGHT, AS TV MOVES IN</p> <p>- J FLIPS PAGES</p> <p>STOPS FLIPPING, LOOKS AT TV</p>
<p>Timing:</p>

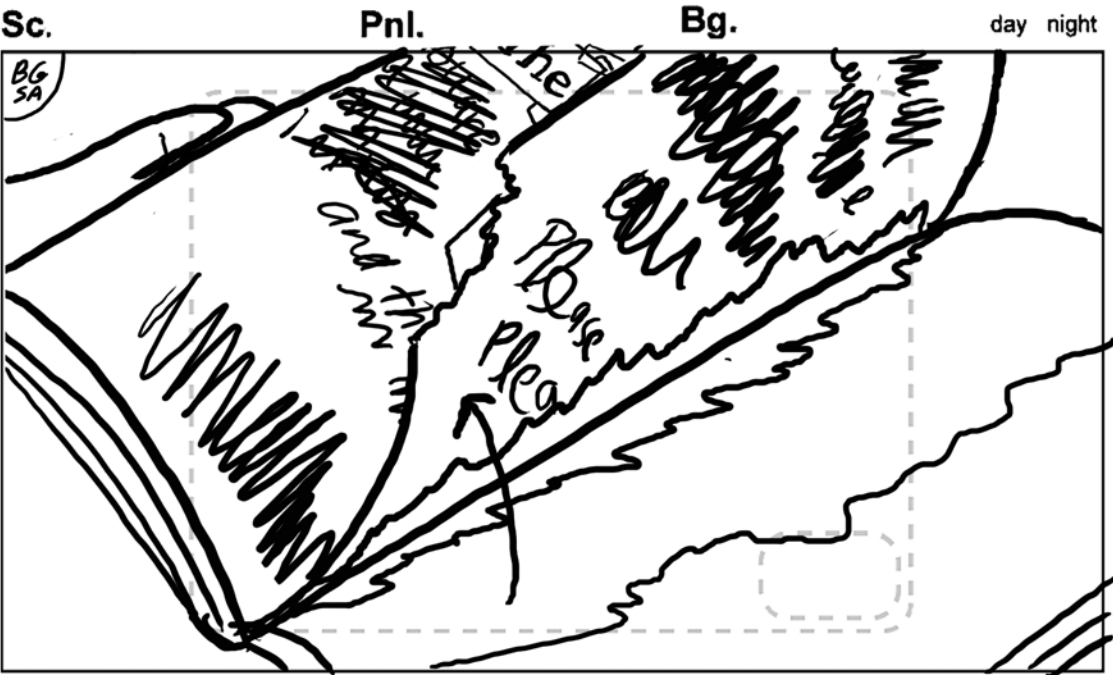
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ADVENTURE TIME



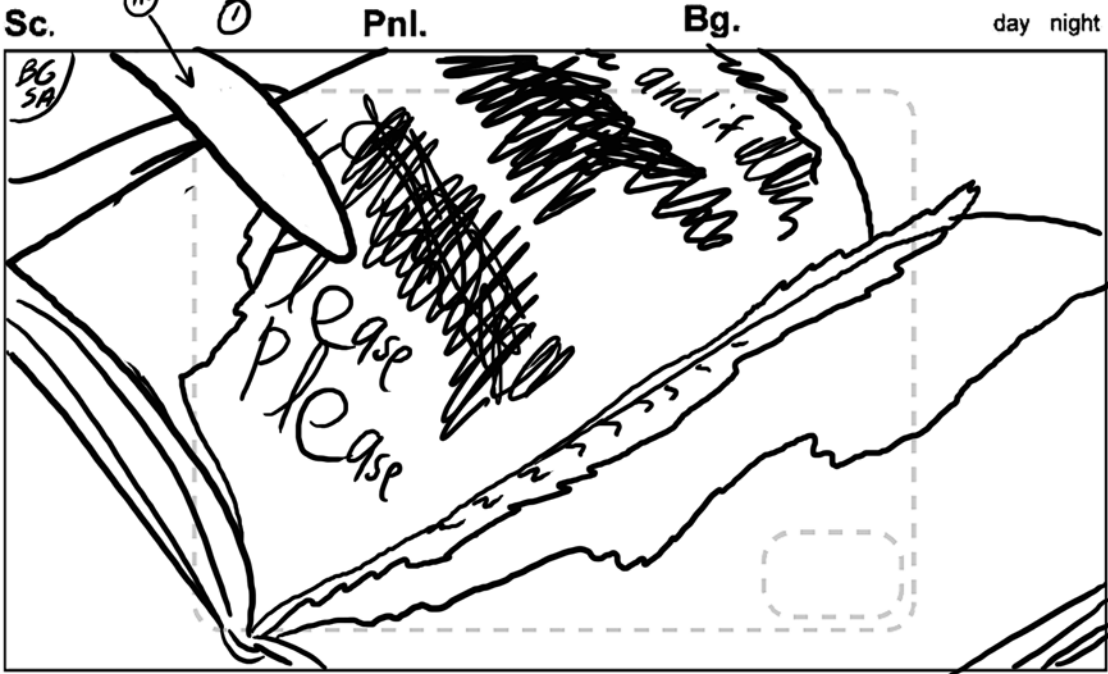
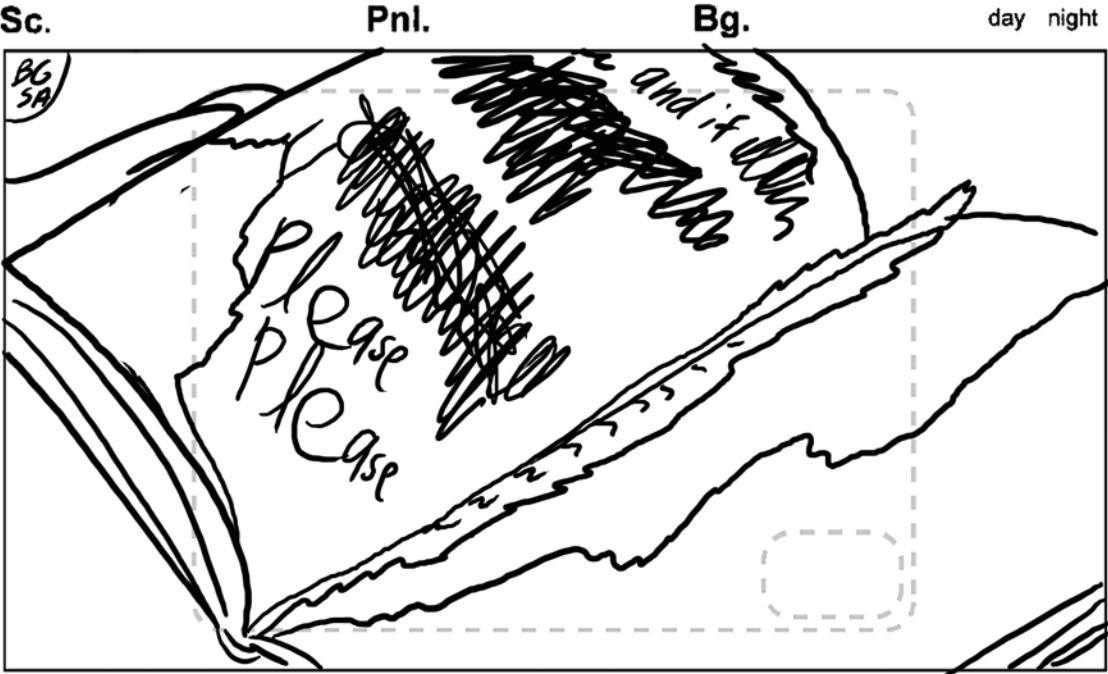
Dialog:
Action: FLIPPING PAGES
Timing:

ADVENTURE TIME



Dialog:
Action: <i>FLIPPING PAGES</i>
Timing:

ADVENTURE TIME



Dialog:

J(OS)/ OOH, RIPPED PAGES! MYSTERY!

TV(OS)/ YEAH...

TV/ ① AND LOOK HOW THE HANDWRITING CHANGES RIGHT BEFORE THE RIP.
② THE 'E'S ARE ALL CRABBED

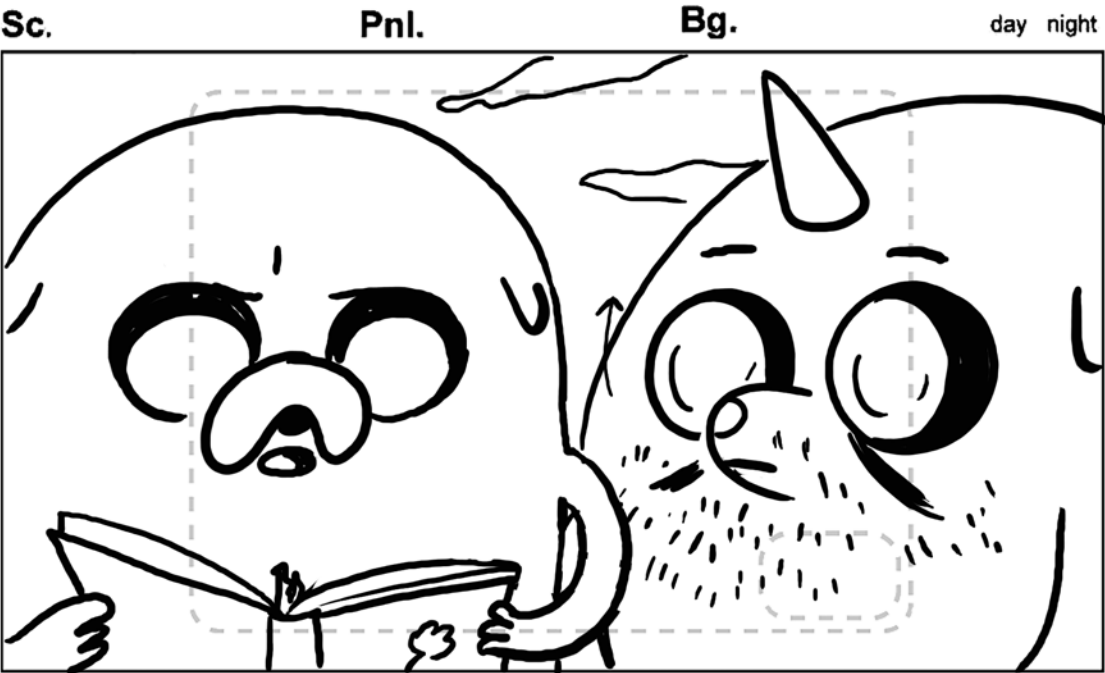
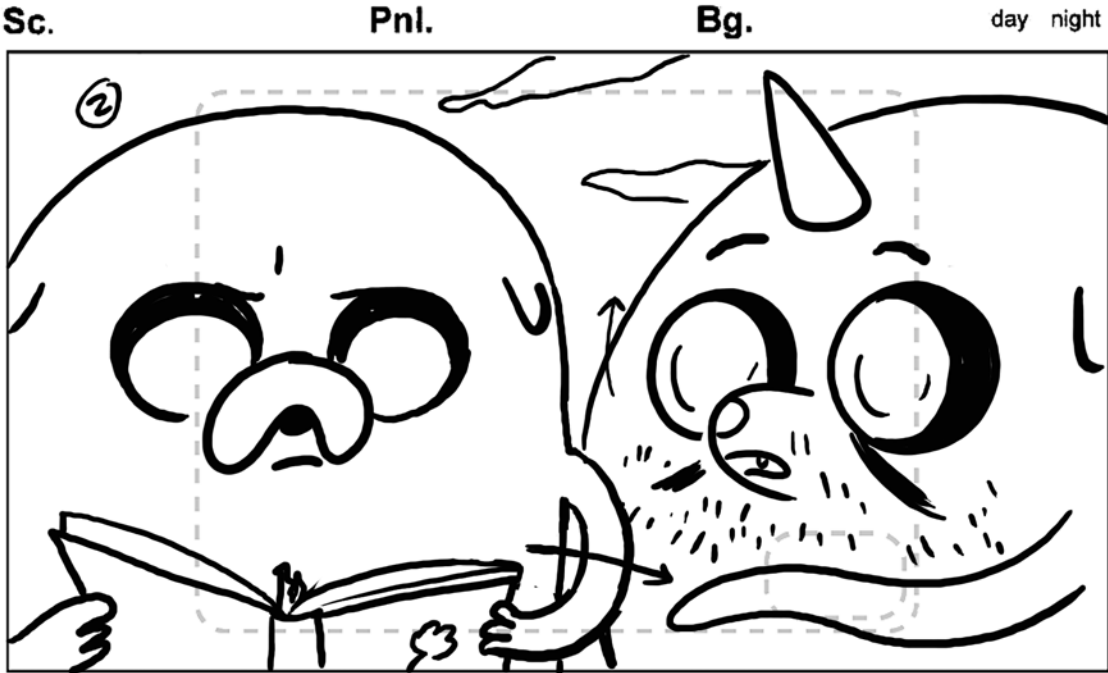
Action:

J STOPS FLIPPING

①-TV'S HAND ENTERS
②- POINTS TO 'E'S

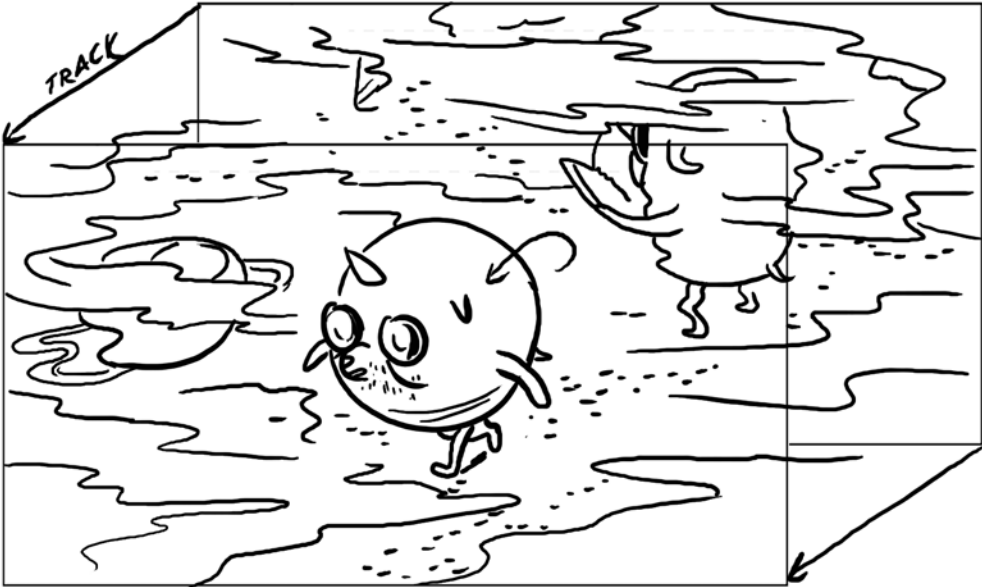
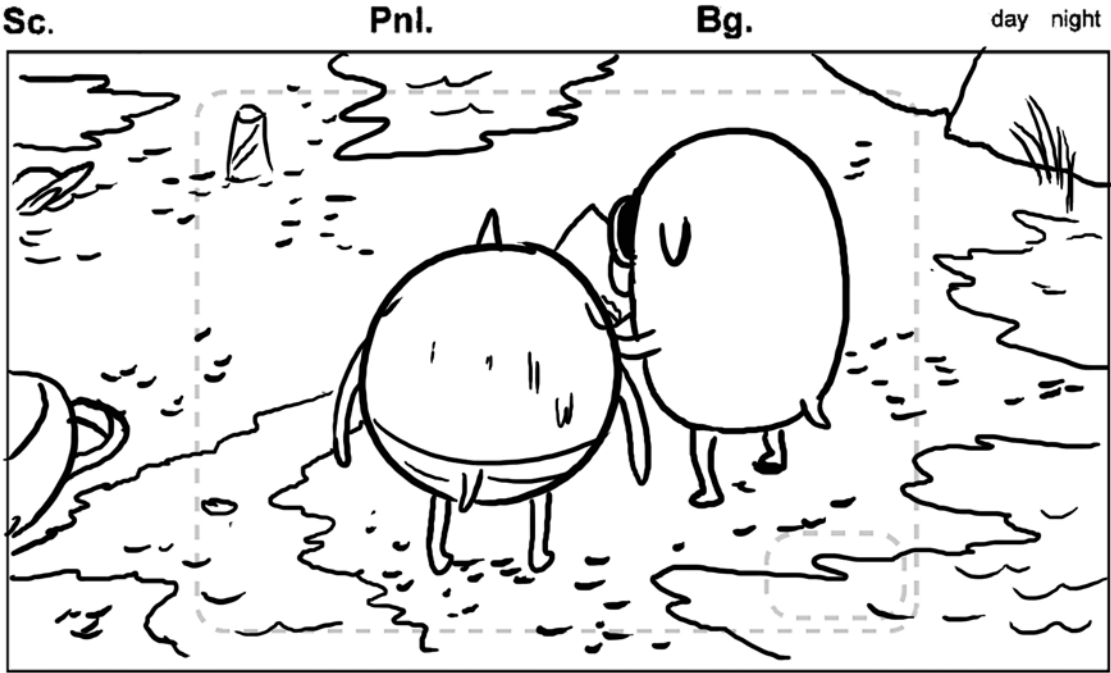
Timing:

ADVENTURE TIME



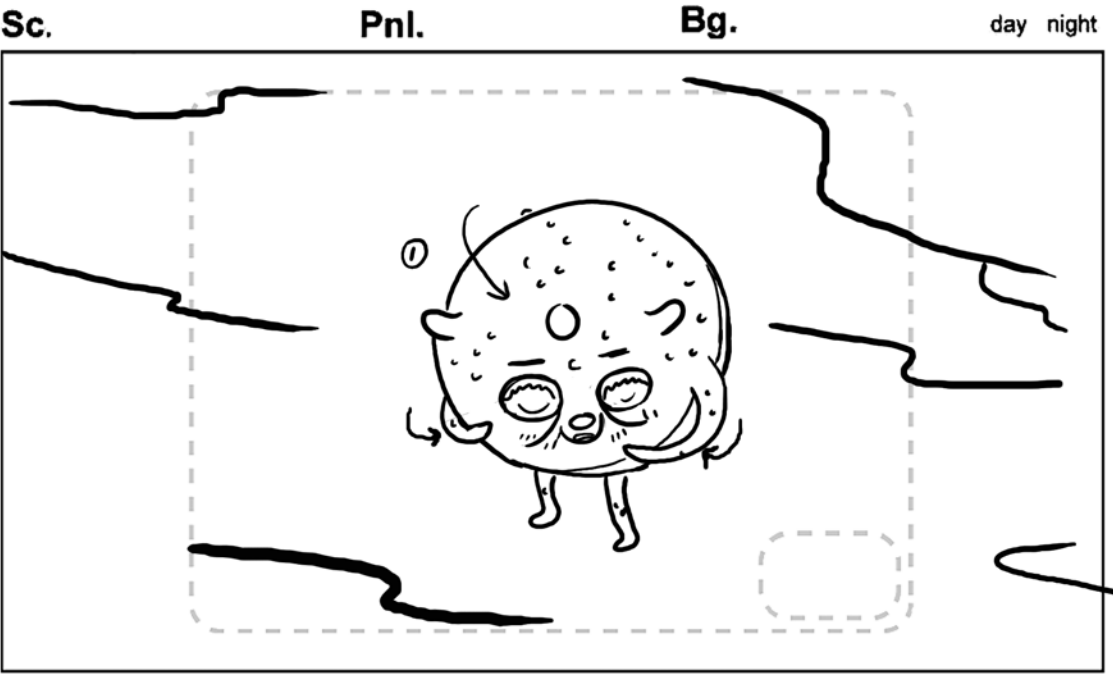
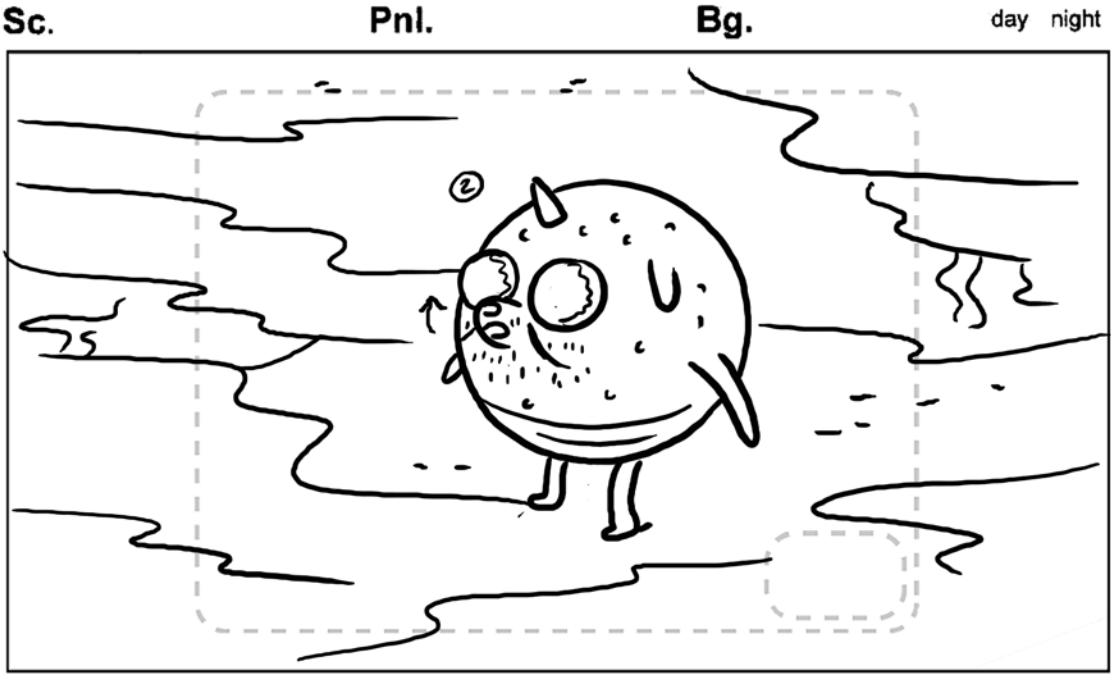
Dialog:	TV/ ② THAT'S WEIRD, RIGHT?	TV/ SUPER WEIRD, SON
Action:	② TV LOOKS AT J, RETRACTS ARM	
Timing:		

ADVENTURE TIME



Dialog:	J/ SHE WAS OBVIOUSLY EMOTIONALLY DISTRAUGHT
Action:	- TRACK WITH TV AS HE WANDERS AWAY DAZED - BACKGROUND MELTS/BLURS
Timing:	

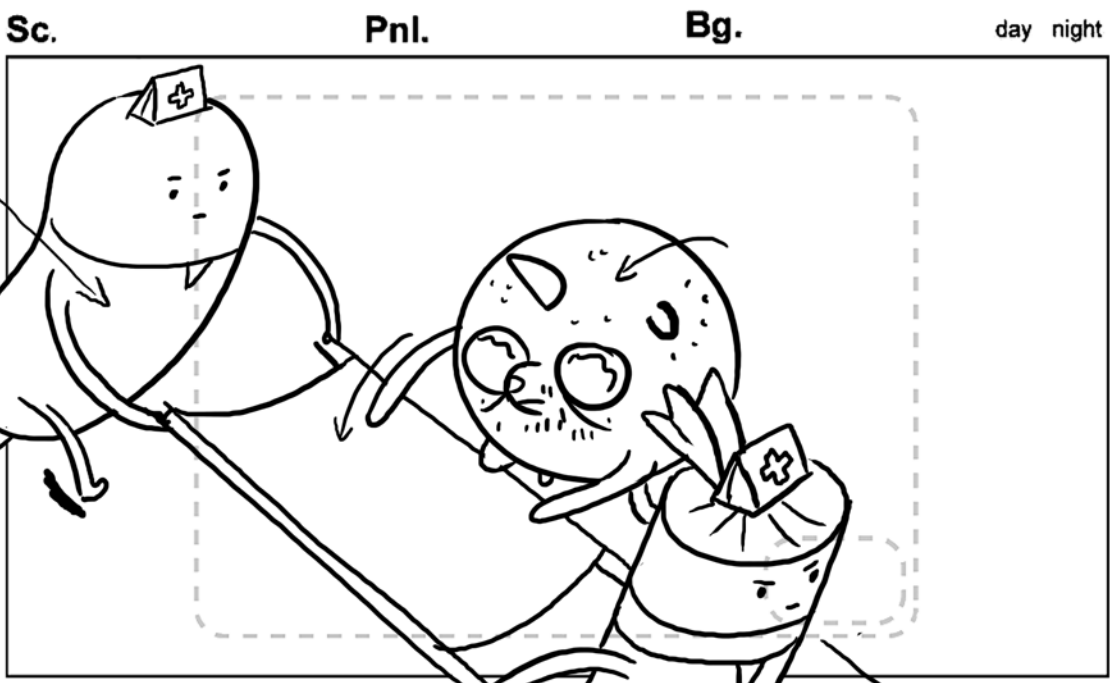
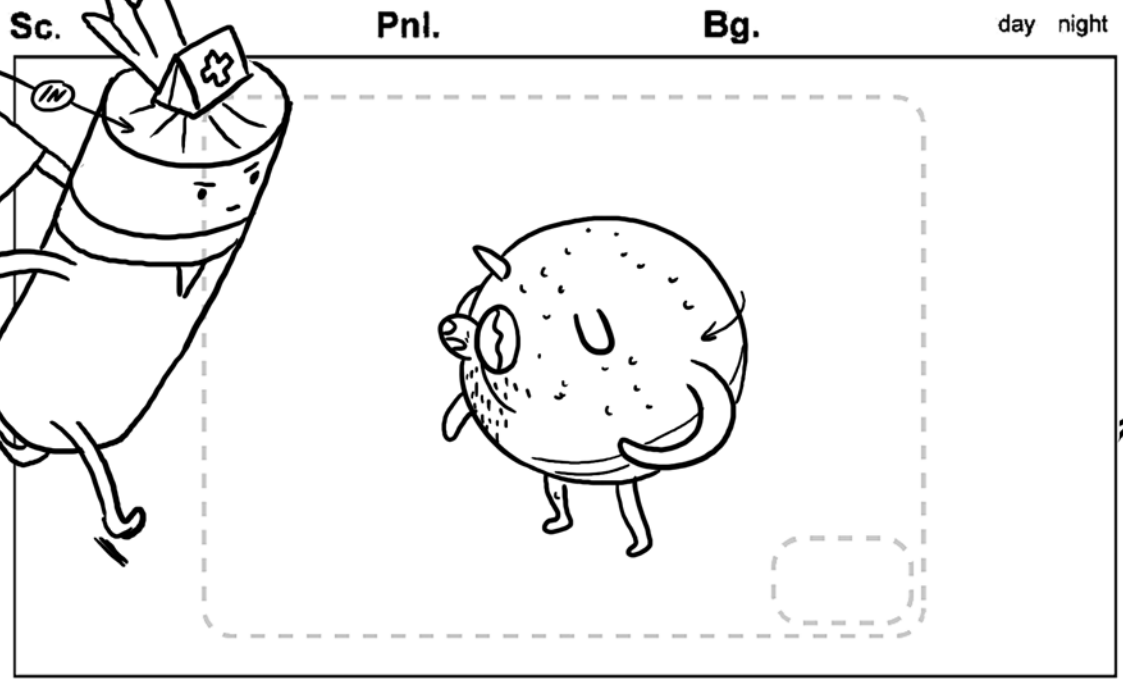
ADVENTURE TIME



Dialog:	→ MAYBE SHE WAS SO STRESSED SHE ② BROKE OUT IN HIVES		→ AND THEY COVERED HER WHOLE BODY	
Action:	<p>SFX/② 'POPPING'</p> <p>- BG CONTINUES MORPHING</p> <p>① - TV STOPS WALKING</p> <p>② - HIVES APPEAR ON SKIN, TV LOOKS UP</p>	<p>①</p>	<p>→</p> <p>→</p> <p>→</p> <p>- MORE HIVES</p> <p>- MOVES HANDS OVER BODY ①②</p>	<p>②</p>
Timing:				

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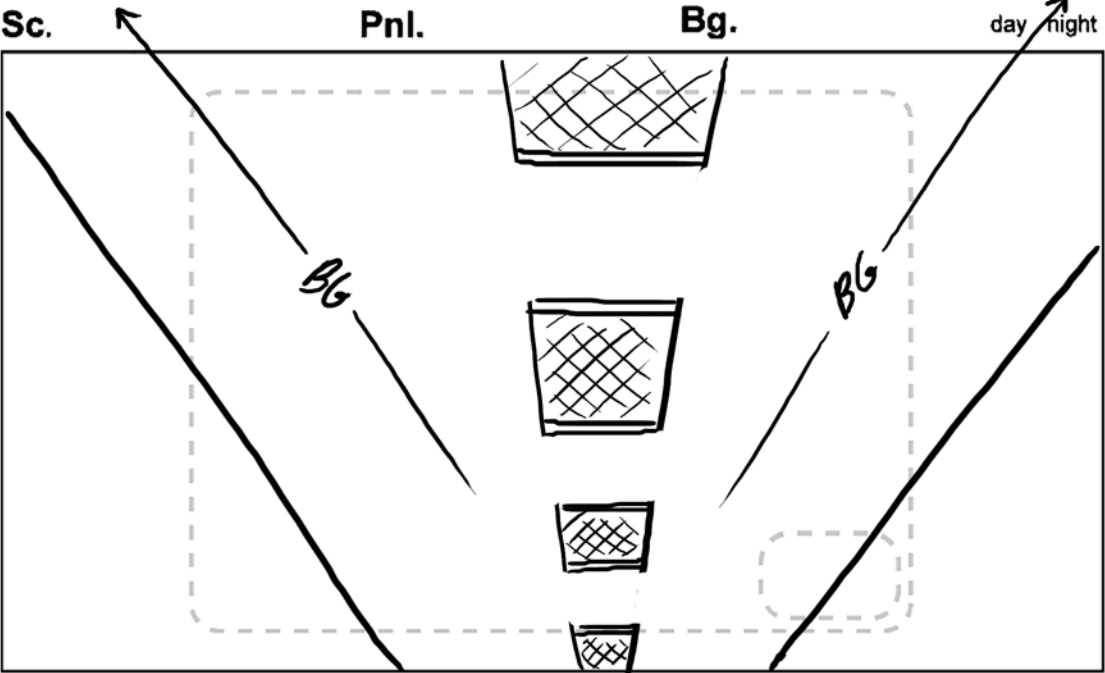
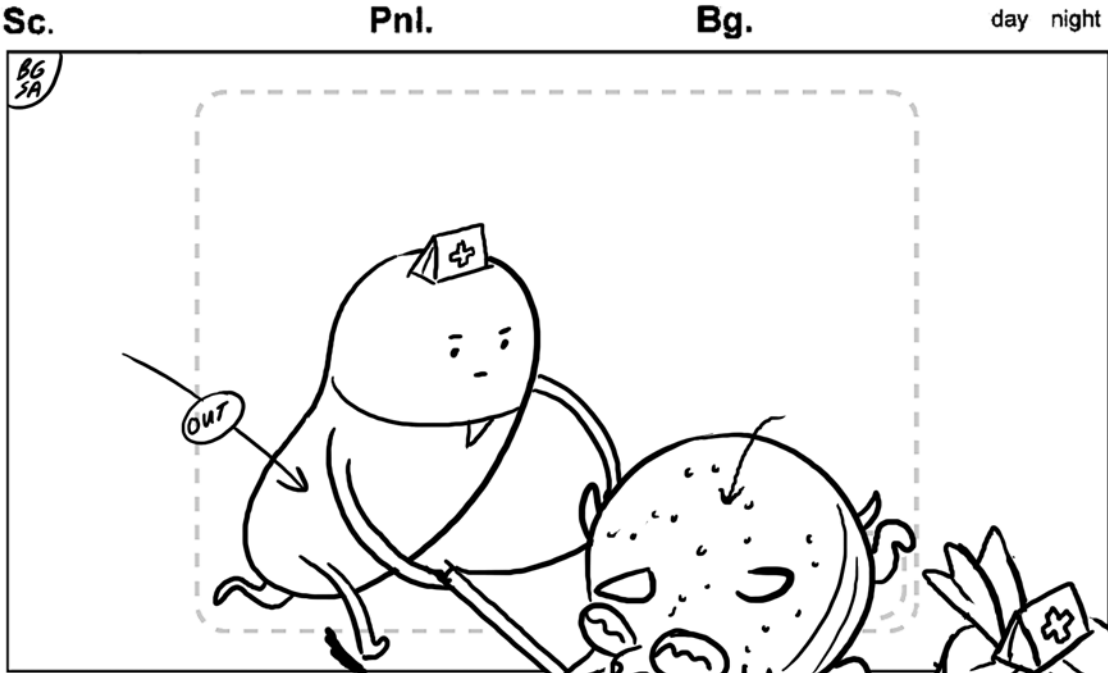
ADVENTURE TIME



Dialog:	
<i>J(05)/ AND THEY RUSHED HER TO THE HOSPITAL</i>	
Action:	<i>TV JUMPS ON STRETCHER (NURSES DON'T STOP)</i>
<i>(BG NOW COMPLETELY BLANK) - CANDY NURSES ENTER - TV TURNS TO LOOK</i>	
Timing:	

EPISODE # 1025 - 190
Production :

ADVENTURE TIME



Dialog:

J / AND SHE WAS LYING ON
(OS) / THAT ROLLY-BED THING,
ITCHING LIKE CRAZY...

Action: - NURSES/TV EXIT

LIGHTS TRACK BY

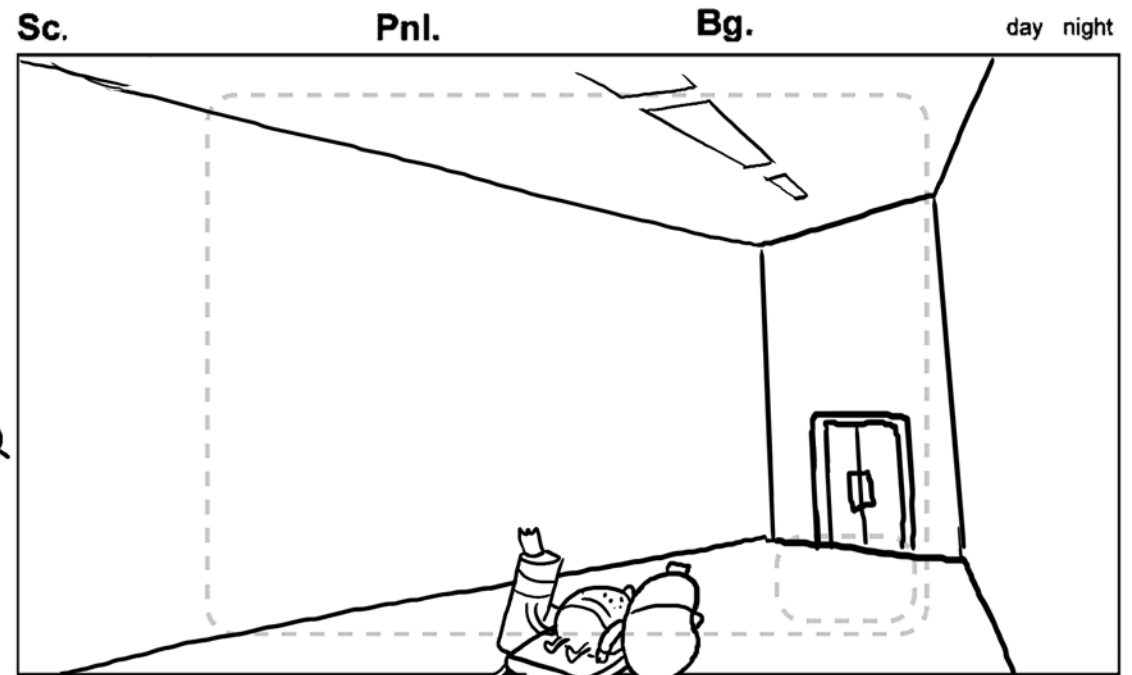
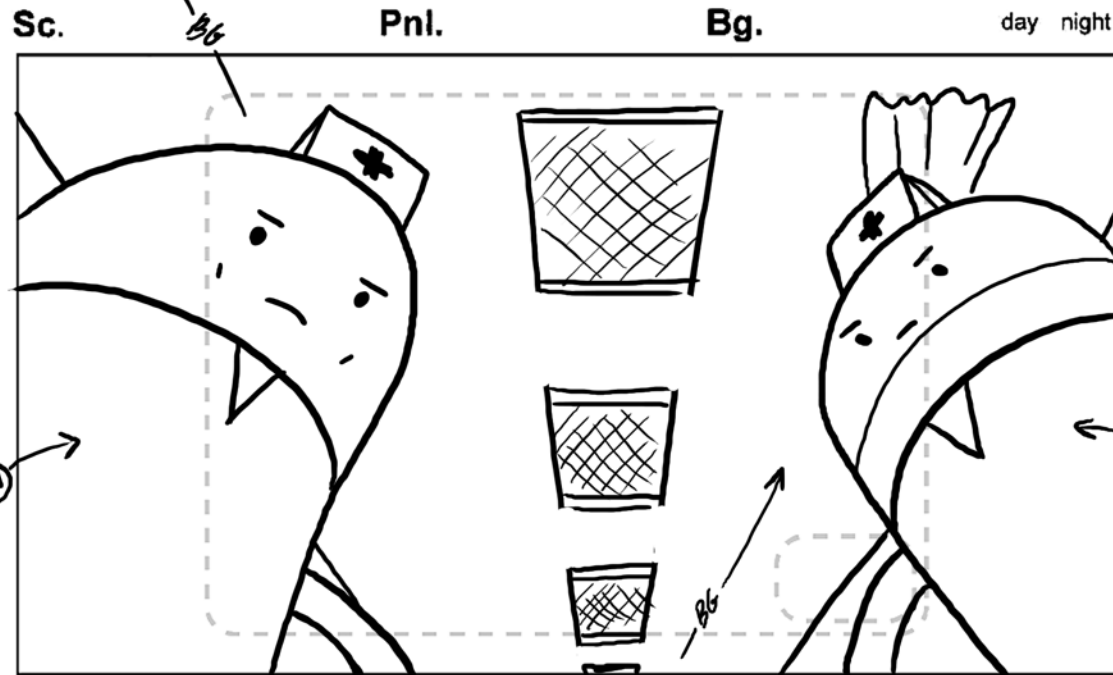
Timing:

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ADVENTURE TIME



Page **154**



Dialog:	<p>→ J (OS) / SHE WAS THINKING, "OH MAN, I'M SO YOUNG "</p> <p>→ AND HOW LIFE IS SO UNFAIR</p>
Action:	<p>- BG TRACK BY</p> <p>- NURSES POKE HEADS IN</p> <p>- WEIRD HALLWAY</p>
Timing:	

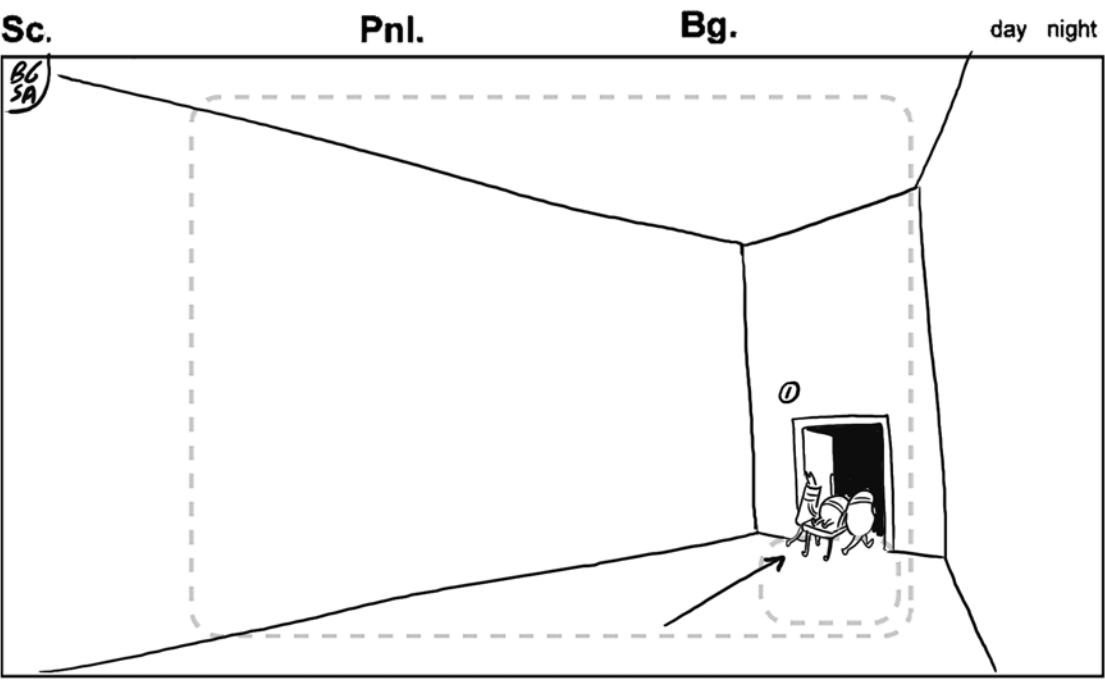
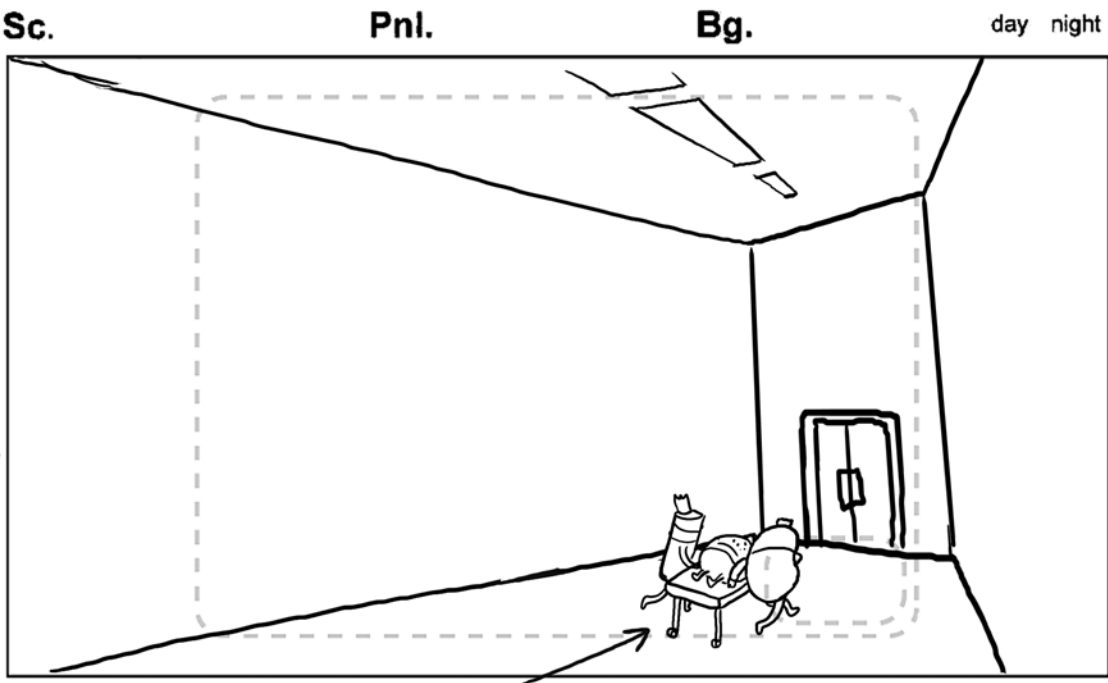
EPISODE # 1025 - 190

Production #

Production :

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ADVENTURE TIME



Dialog: *J(05)/ AND THAT THIS WAS THE END...*

Action: *NURSES/TV RUNNING TO DOOR* → *ENTERS DOOR, ③ DOOR CLOSING BEHIND*

Timing:

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ADVENTURE TIME

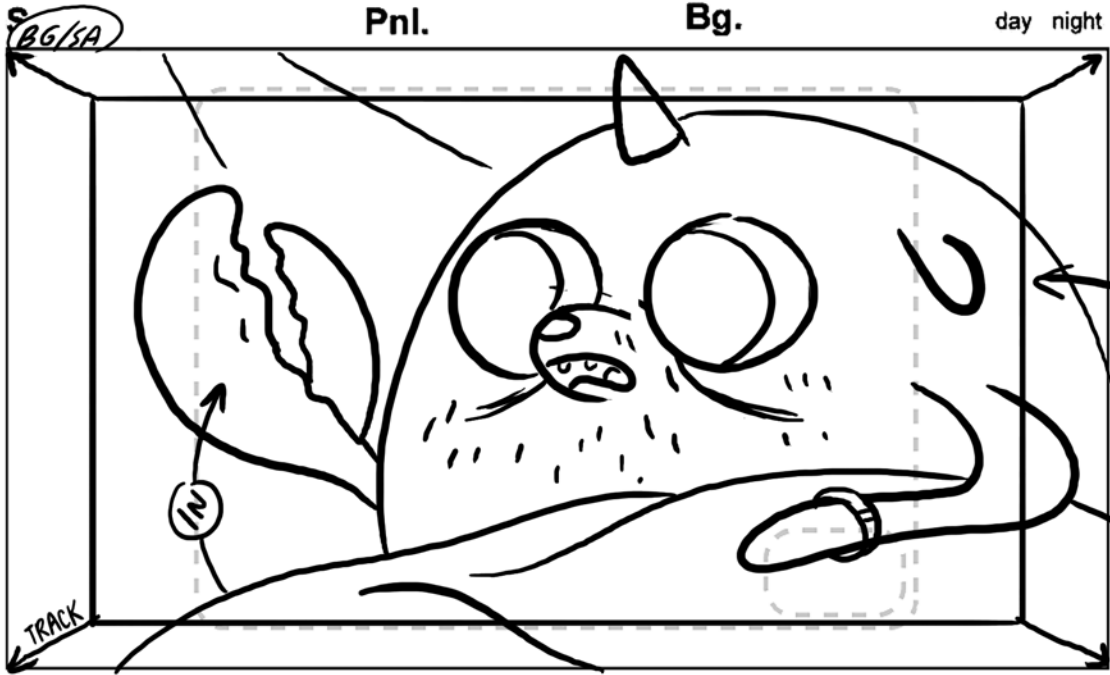


Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	SFX / SILENCE	J(OS) / (SOFTLY) BUT IT WASN'T THE END
Action:	BLACKNESS	- SUNBEAM, MOTE - GAUZY EFFECT
Timing:		

ADVENTURE TIME



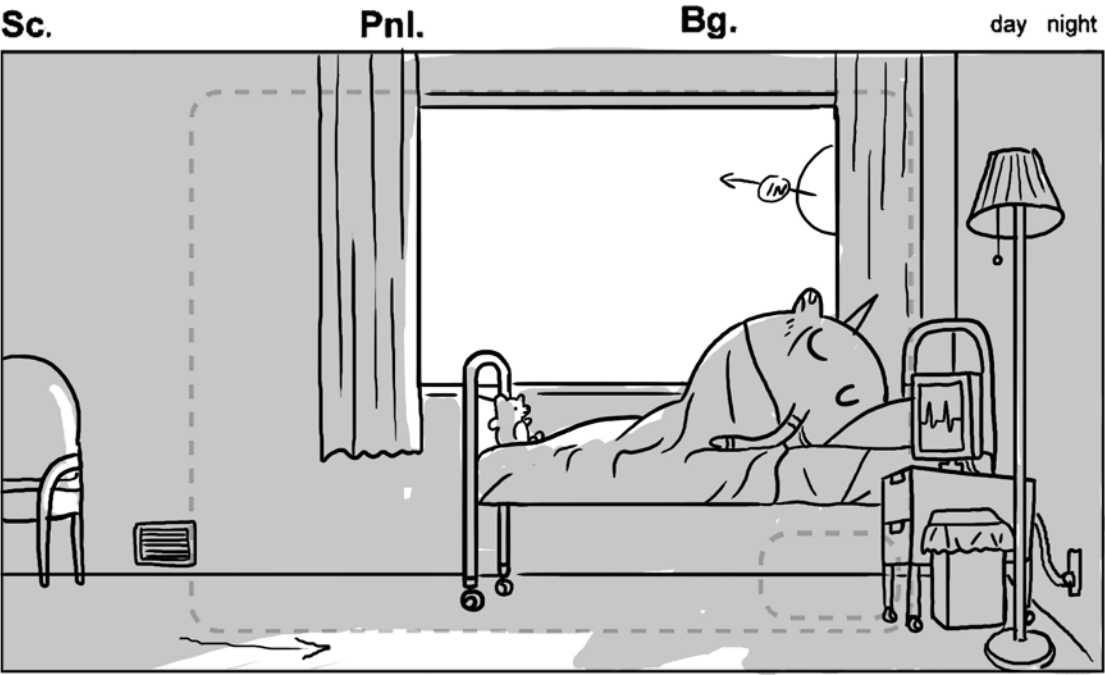
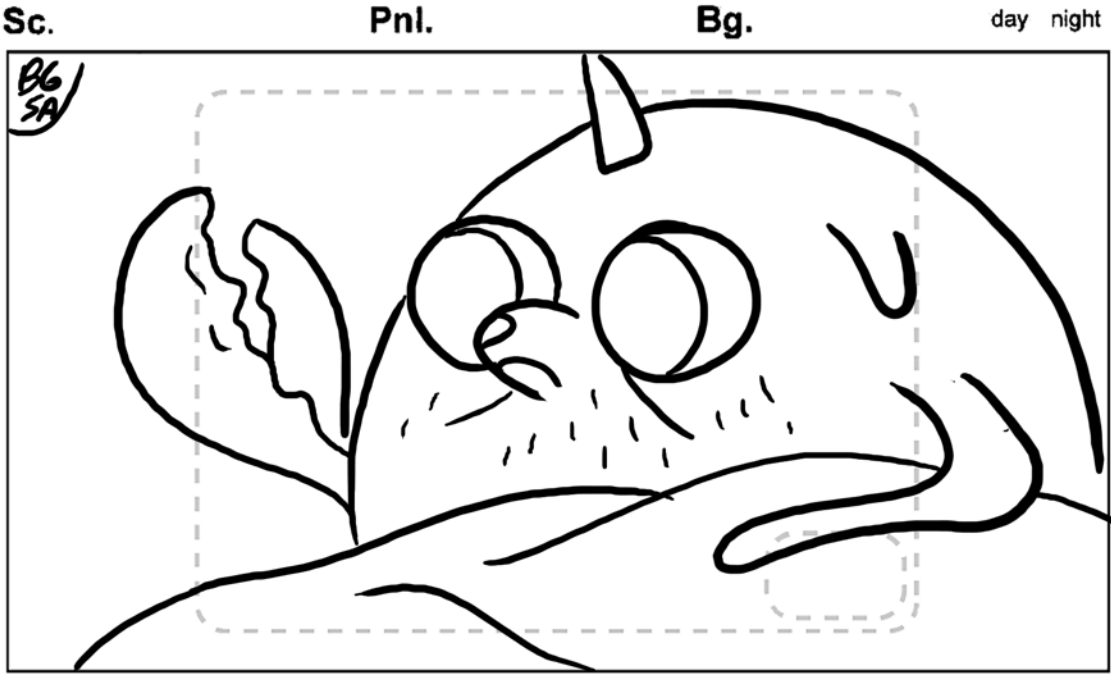
1025 - 190

EPISODE #

Dialog:		J (OS) / SHE'D PULLED THROUGH	J (OS) / EXCEPT HER HAND HAD BEEN REPLACED WITH A CRAB HAND!
Action:	- PAN OUT, GENTLY - EYES FLUTTER CYCLE ①②		- TRACK OUT FAST - PULLS OUT CRAB HAND, JERKS AWAKE
Timing:			

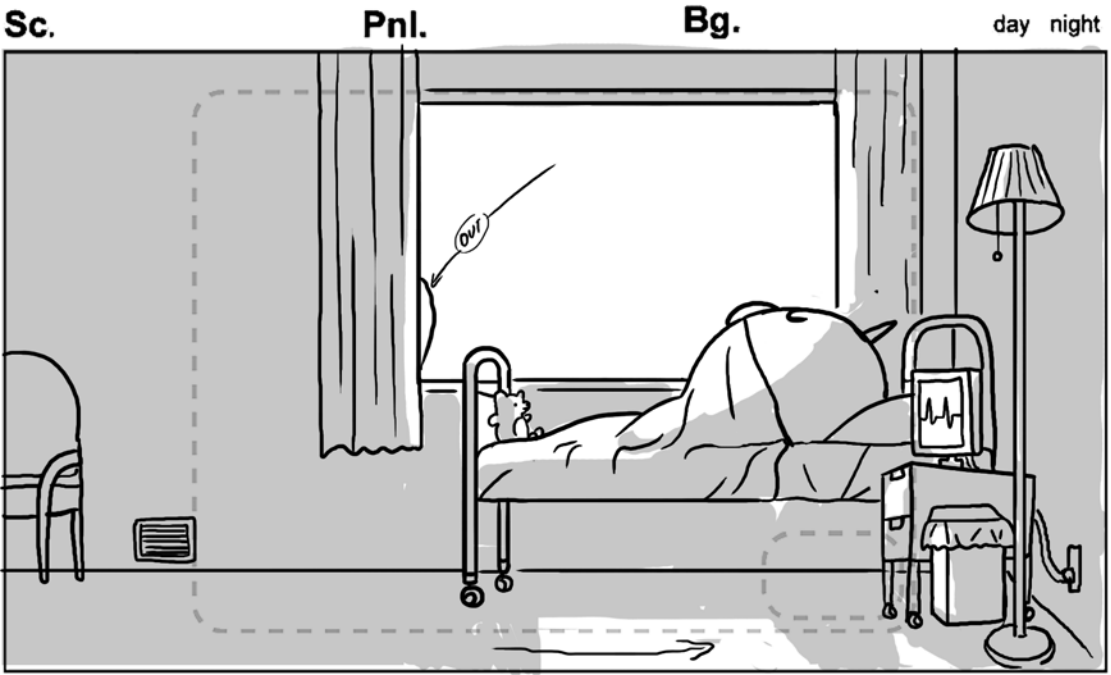
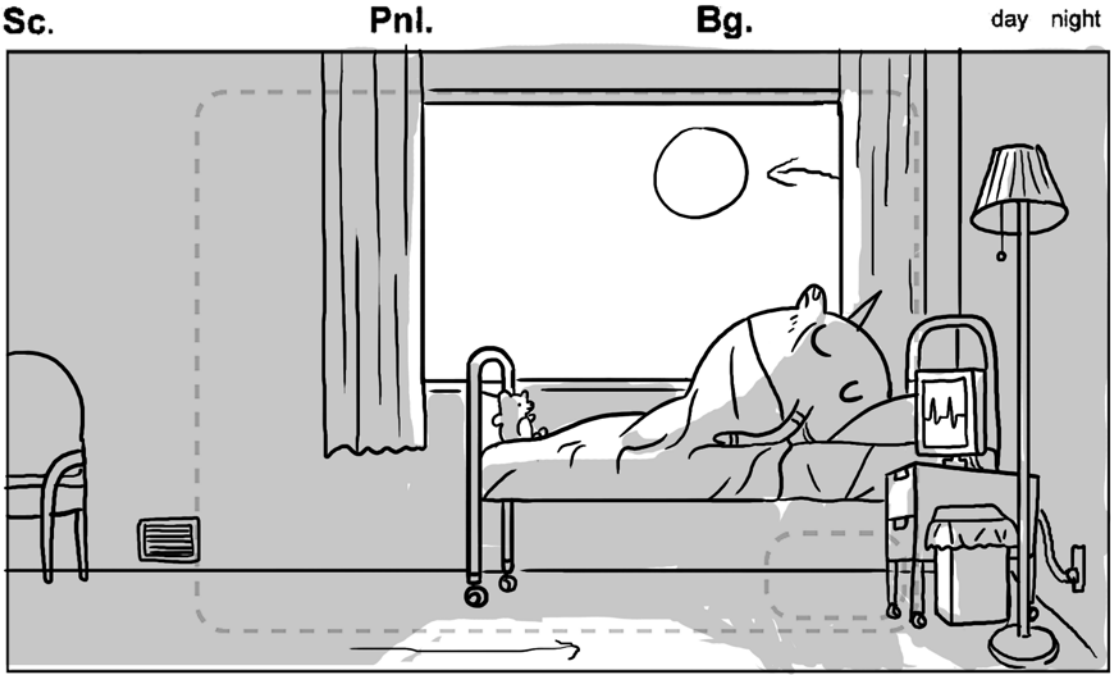
Production :

ADVENTURE TIME



Dialog:	J (os) / WHICH NEGATIVELY (FAST) / AFFECTED HER HANDWRITING (ASIDE)	TV / YEAH! AND, AND, I REFUSED (os) / ALL VISITORS
Action:	TV FROWNS	(SLIGHTLY 'OFF' HOSPITAL ROOM) - SUN MOVES ACROSS SKY, SHADOW MOVES IN SYNC
Timing:		

ADVENTURE TIME



Dialog:

J (OS)
(CONFUSED) / WAIT... YOU -

TV (OS)
(INTERRUPTING) / ESPECIALLY JUSTIN

Action:

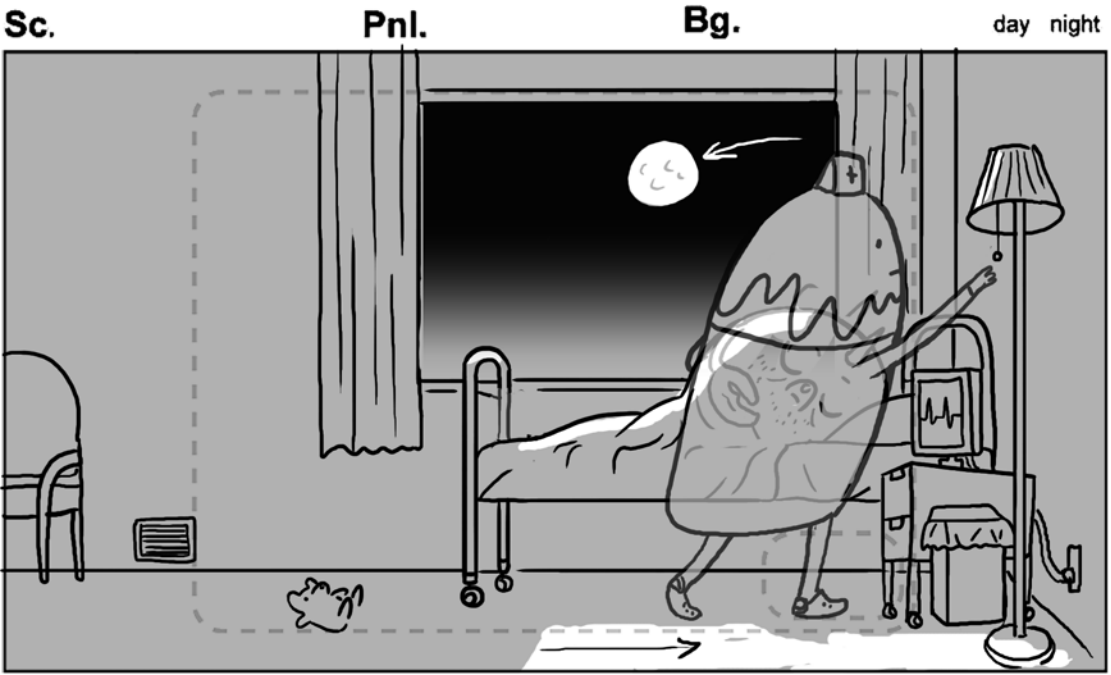
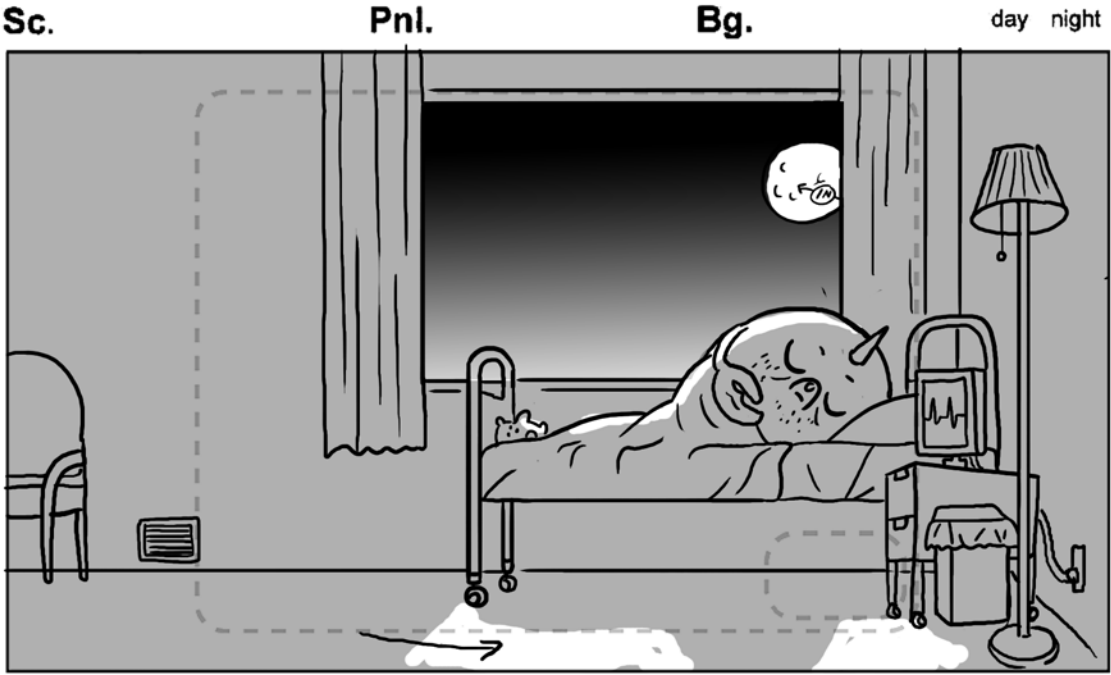
- SUN MOVES ACROSS SKY, SHADOW MOVES IN SYNC →

- TV NOW LYING ON SIDE
- NO IN-BTWNS, FADE TO NEW POSITION

Timing:

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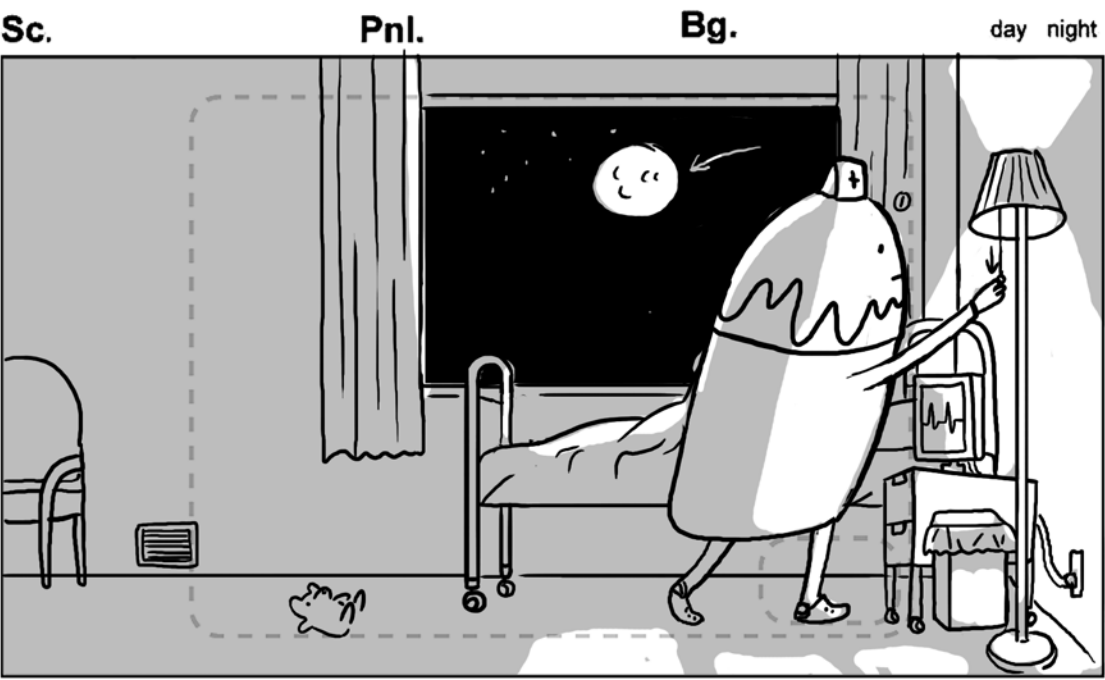
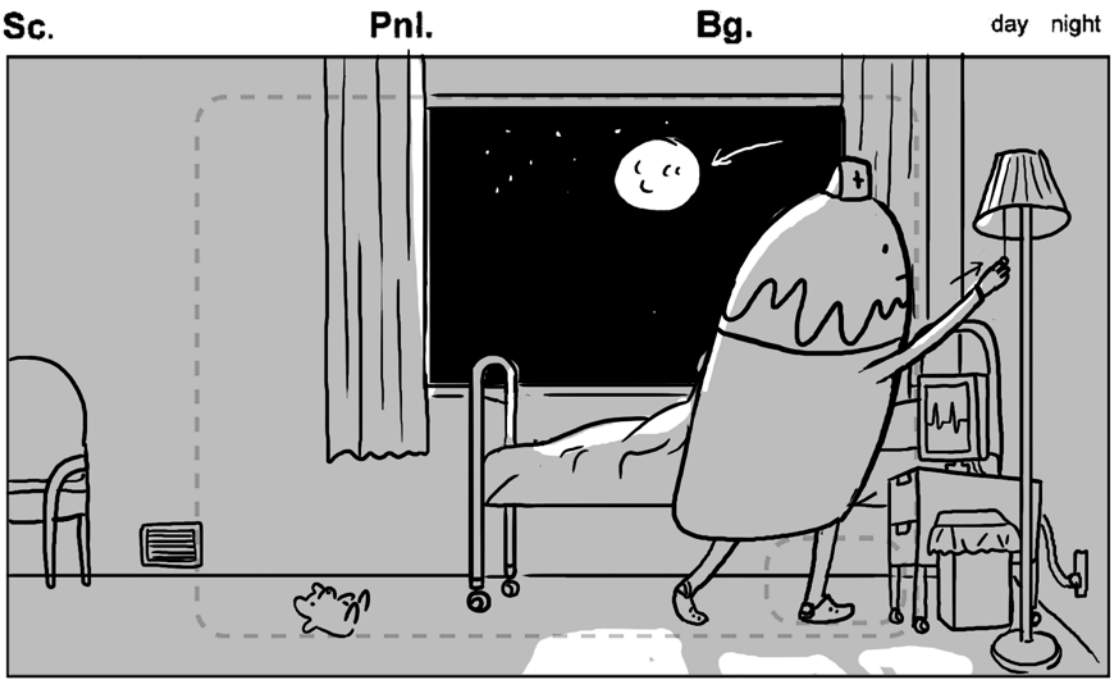
ADVENTURE TIME



Dialog:		TV / HOW COULD HE LOVE (OS) / A GIRL WITH A CRAB HAND?	
Action:		- TV IN NEW POSITION (NO IN-BTWN) - MOON RISES, MOONLIGHT CASTS MOVING SHADOW - TEDDY ON GROUND	- NURSE APPEARS, REACHING FOR LIGHT - TEDDY ON GROUND
Timing:			

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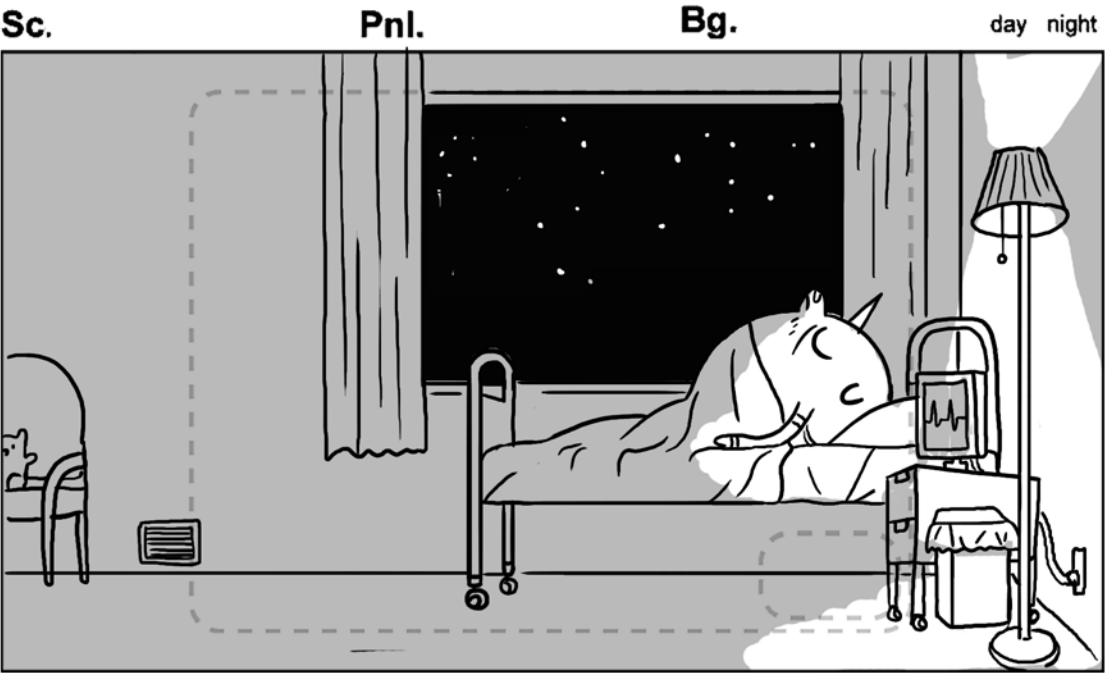
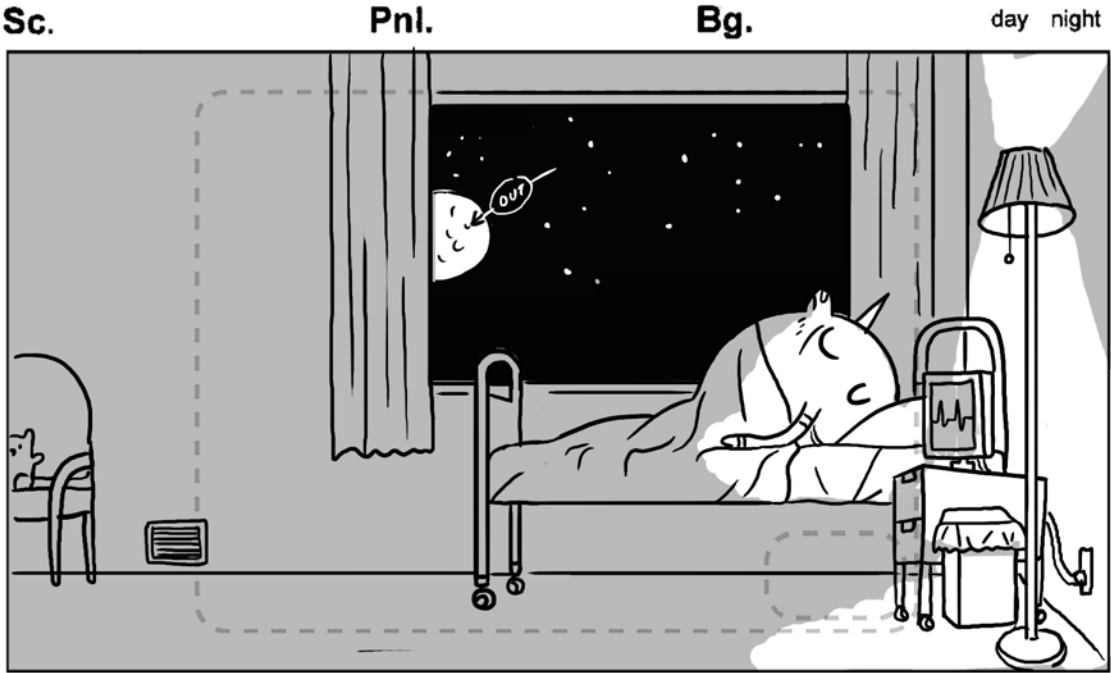
ADVENTURE TIME



Dialog:	
Action:	<ul style="list-style-type: none">- NURSE FULLY MATERIALIZED- HAND ON CORD
Timing:	<ul style="list-style-type: none">- PULLS CORD, LIGHT ILLUMINATES② - NURSE FADES OUT- TEDDY FADES OUT

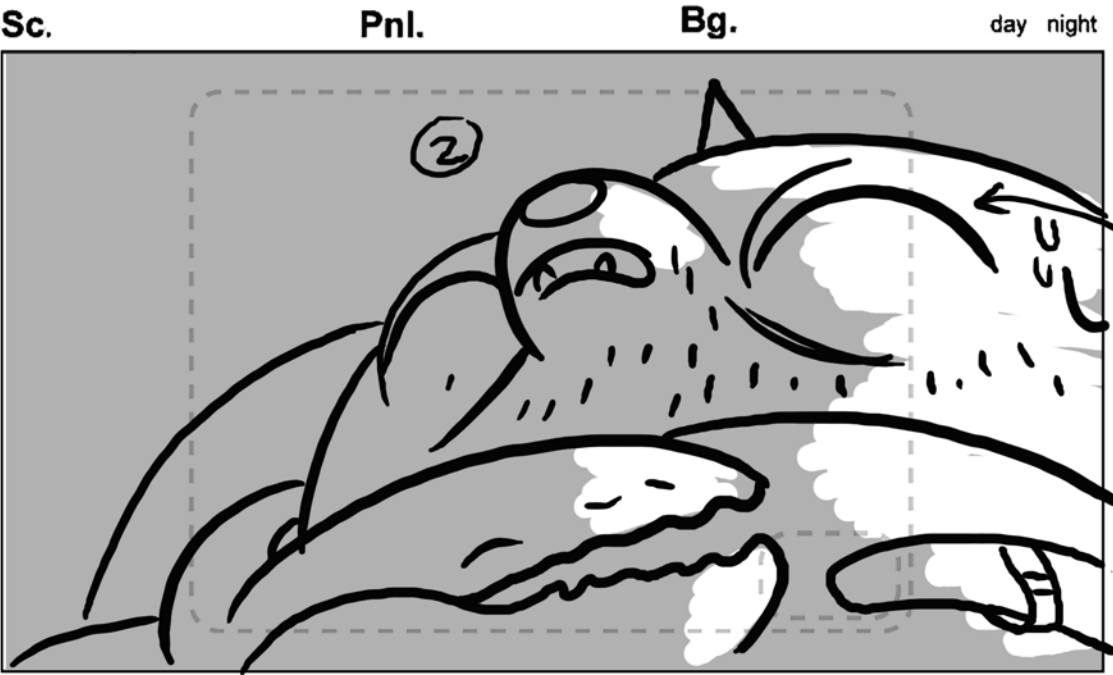
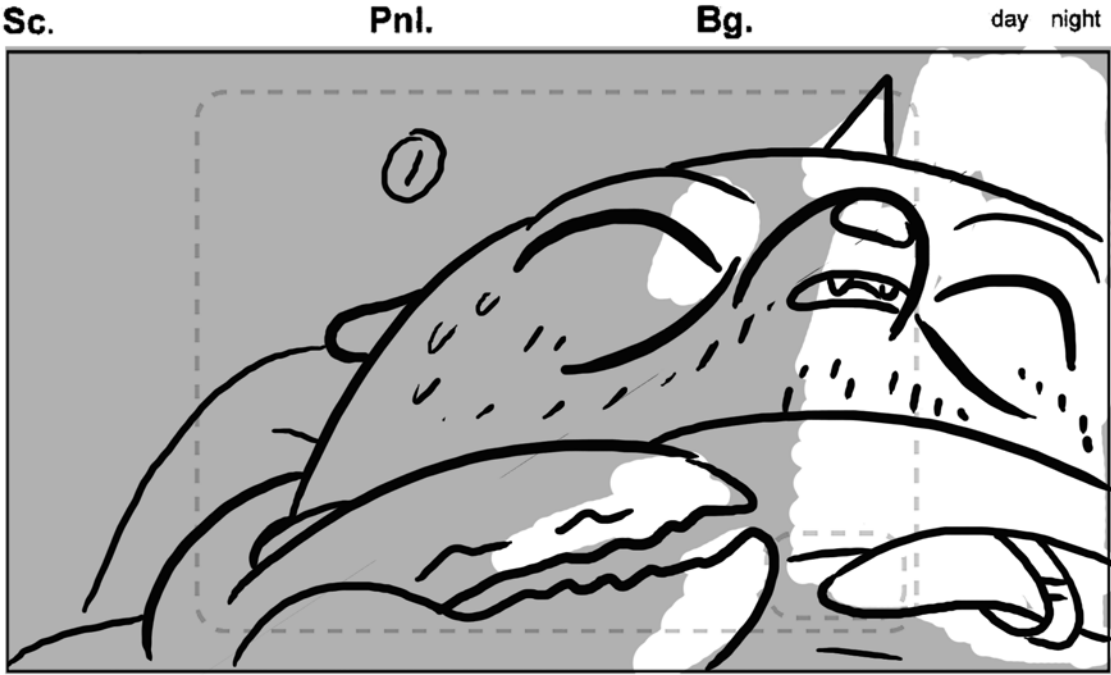
EPISODE # 1025 - 190
Production :

ADVENTURE TIME



Dialog:	TV / I MEAN... (05)
Action:	- TEDDY ON CHAIR - MOON OUT
Timing:	

ADVENTURE TIME



1025-190

EPISODE #

Dialog:	TV (0s) / I MEAN, THAT IS DEFINITELY <u>NOT</u> NORMAL
Action:	RESTLESSLY TURNING ①②
Timing:	

Production :

ADVENTURE TIME



PAN

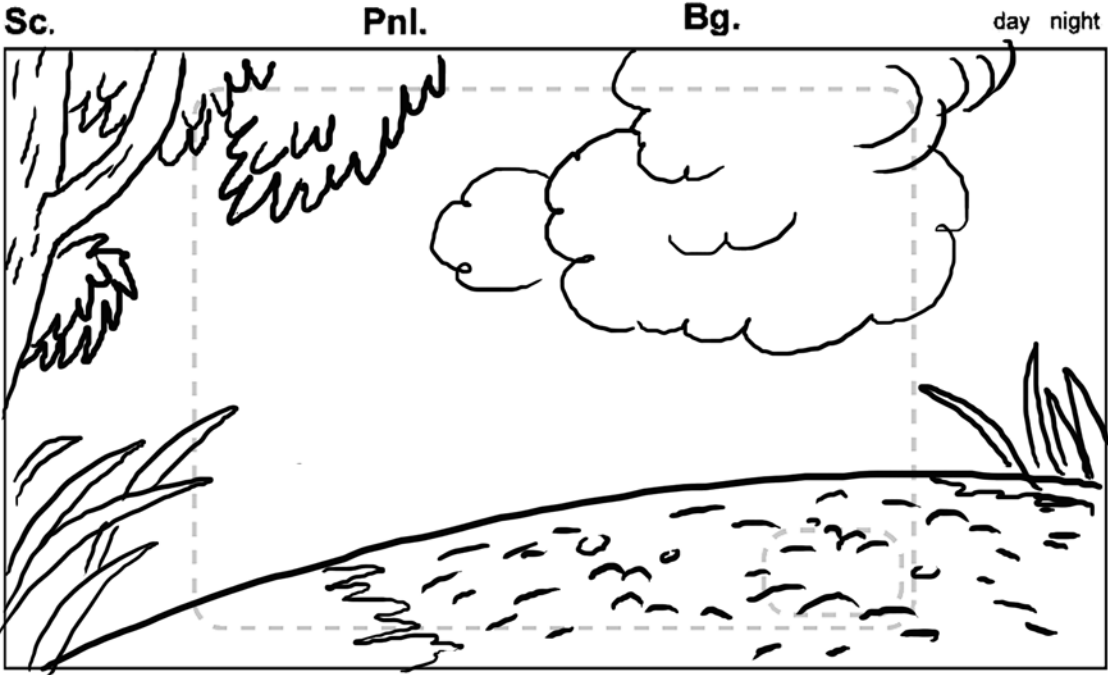
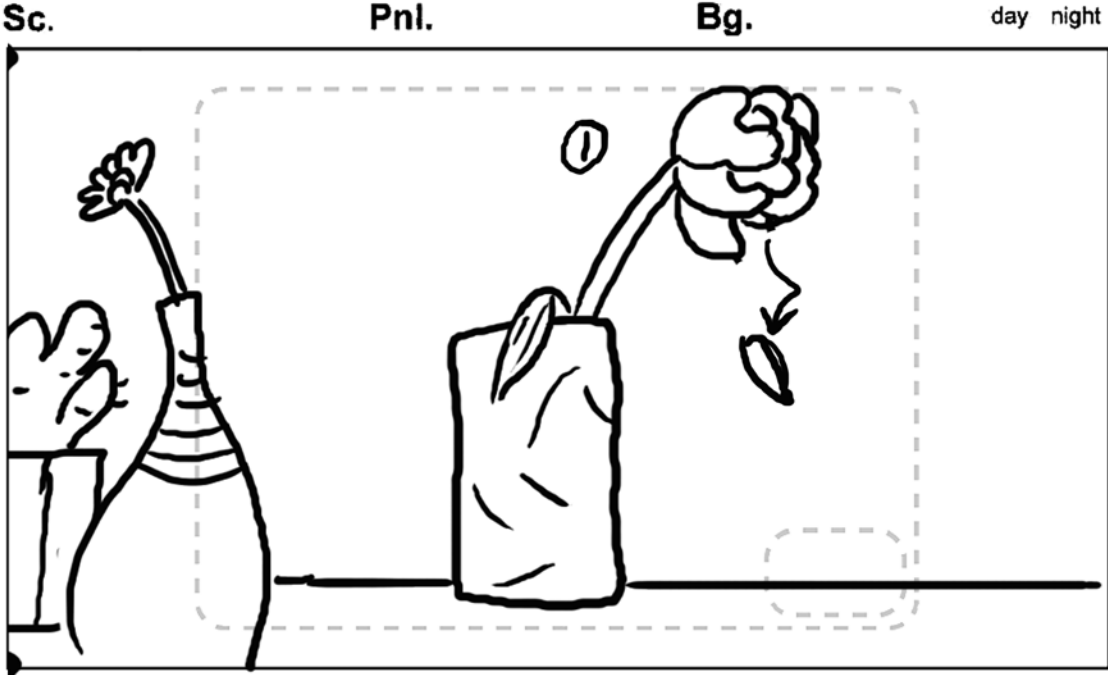


Dialog:
TV (us) JUSTIN SENT ME FLOWERS EVERY DAY FOR A WEEK → THEN EVERY OTHER DAY → THEN THEY STOPPED COMING ALL TOGETHER

Action:
PAN OVER FLOWERS → DENSITY OF FLOWERS THINS

Timing:
COULD CUT THIS SCENE FOR TIME

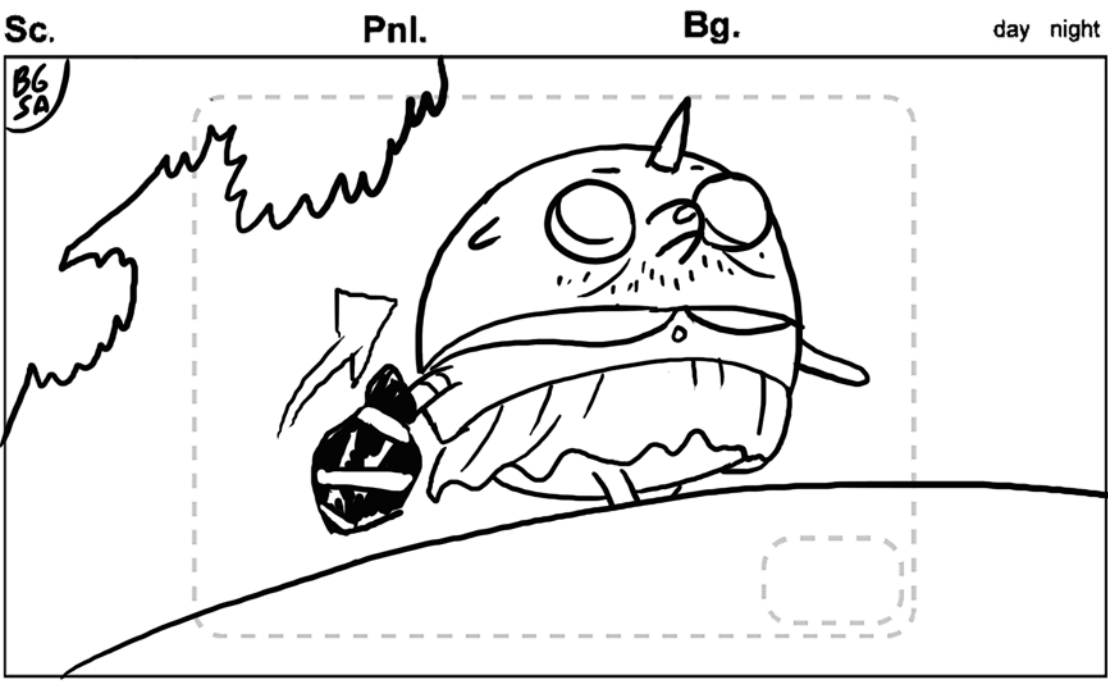
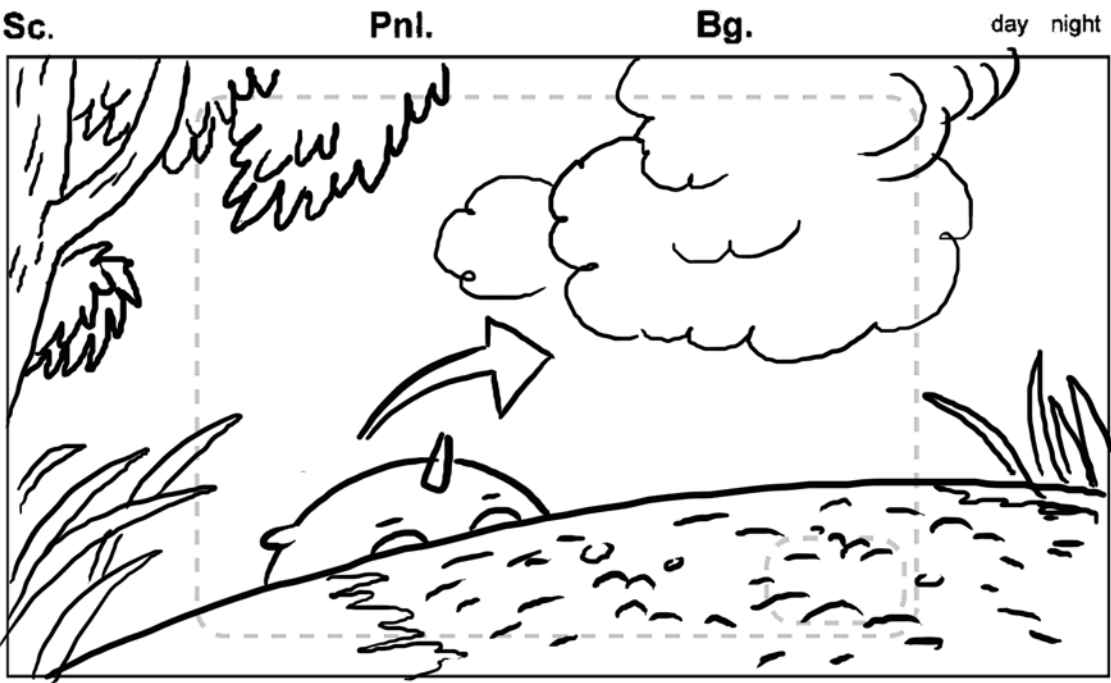
ADVENTURE TIME



Dialog:	
TV / HAD HE FORGOTTEN ME? (US)	
Action:	PETAL FALLS
Timing:	

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ADVENTURE TIME

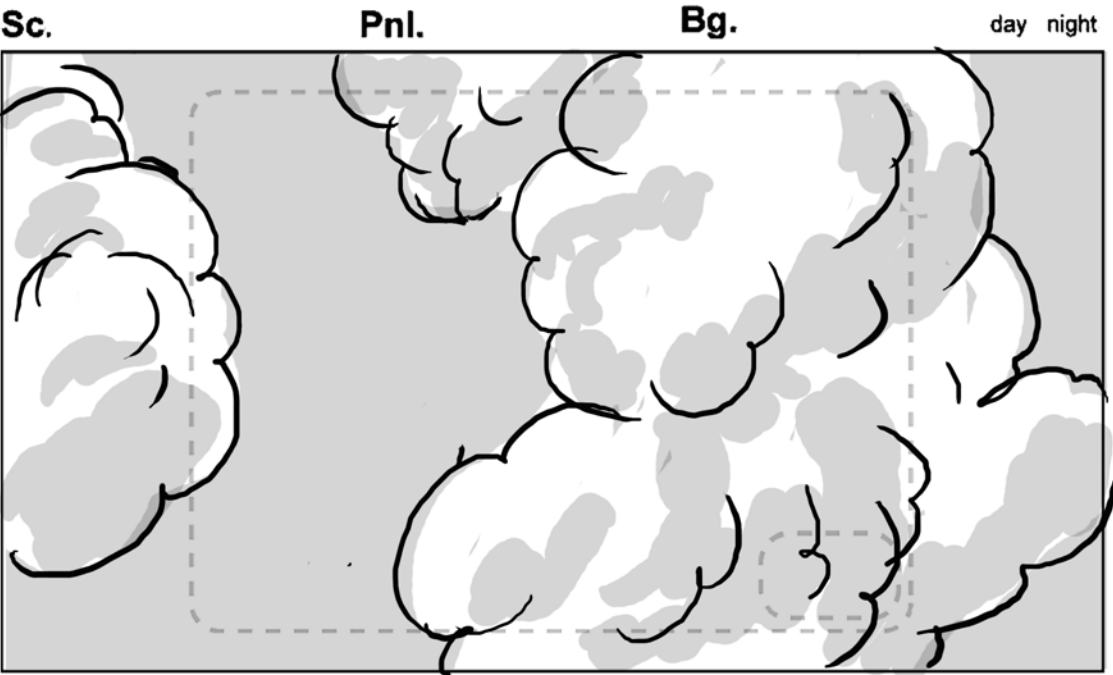
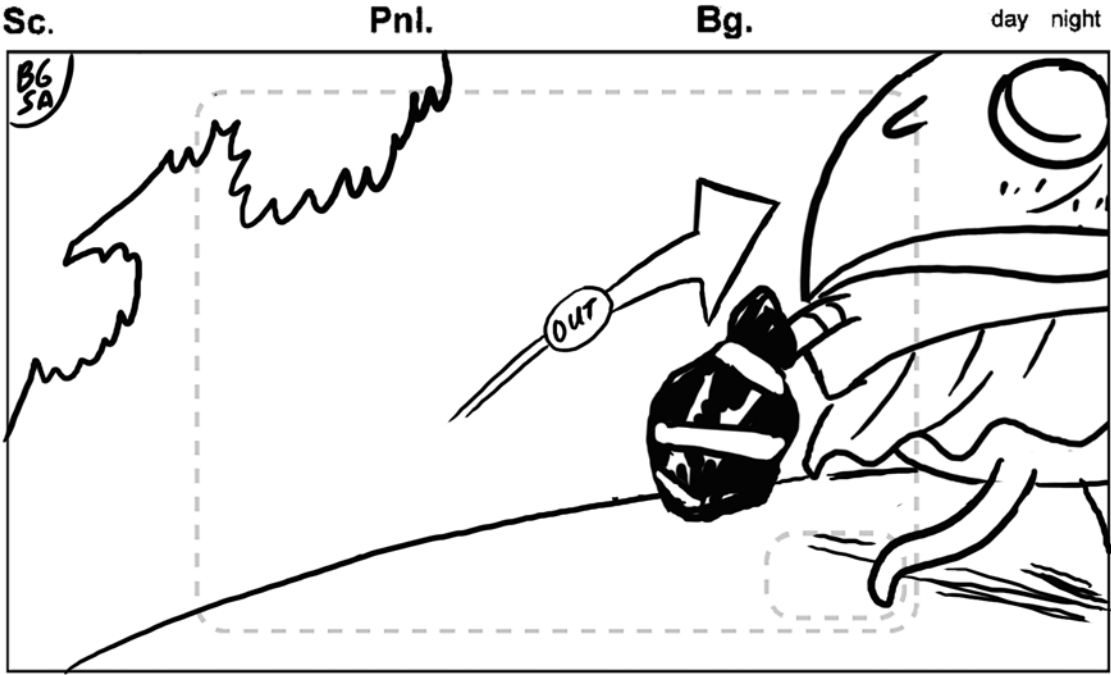


Dialog:	TV(OS) / ON MY BIRTHDAY, I DECIDED I WAS GOING TO KEEP MY PROMISE TO MEET JUSTIN
Action:	TV CRESTS HILL, WEARING DRESS + GARBAGE BAG OVER HAND
Timing:	

EPISODE # 1025 - 190
Production :

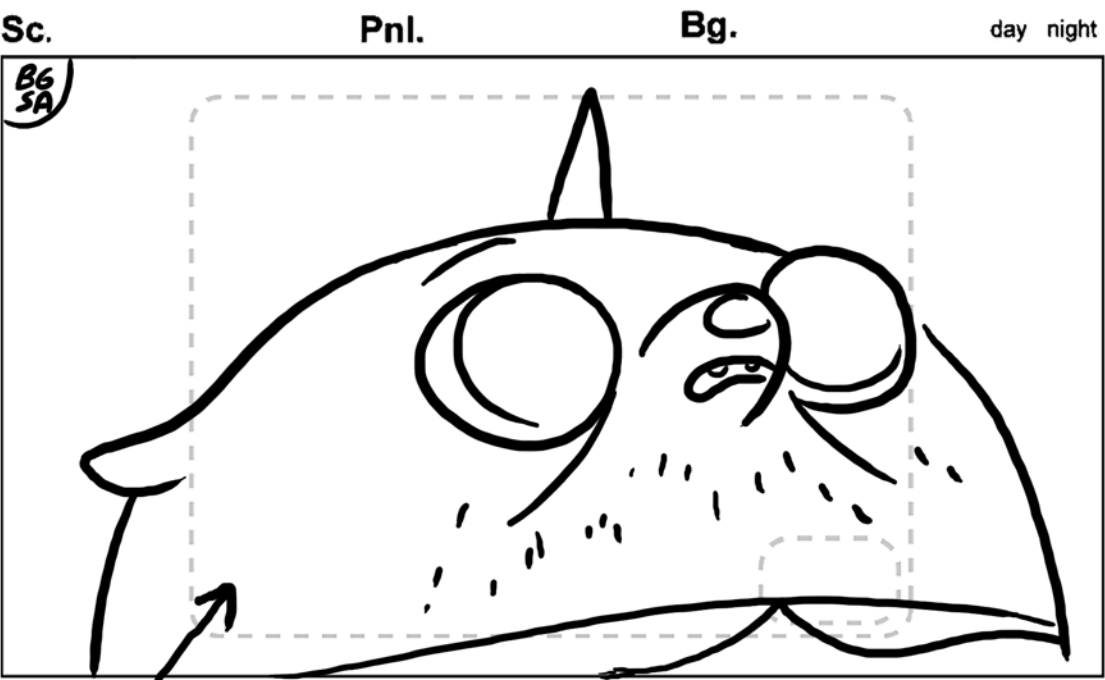
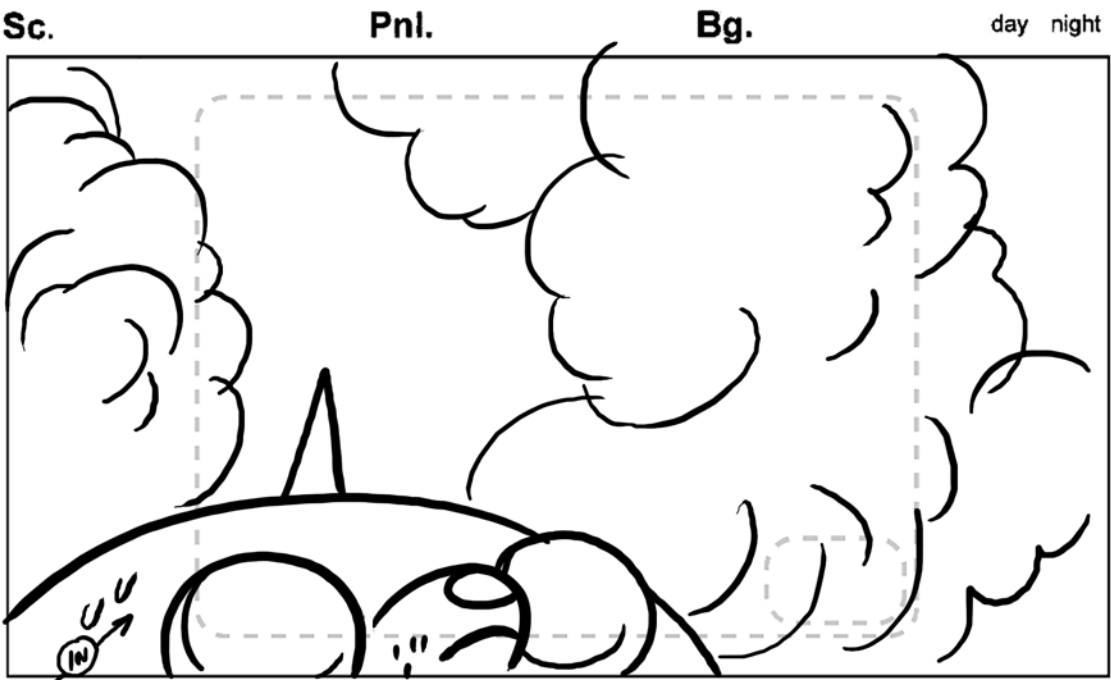
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ADVENTURE TIME



Dialog:	→ CRAB-HAND OR NO CRAB-HAND
Action:	FLUFFY CLOUDS
Timing:	

ADVENTURE TIME

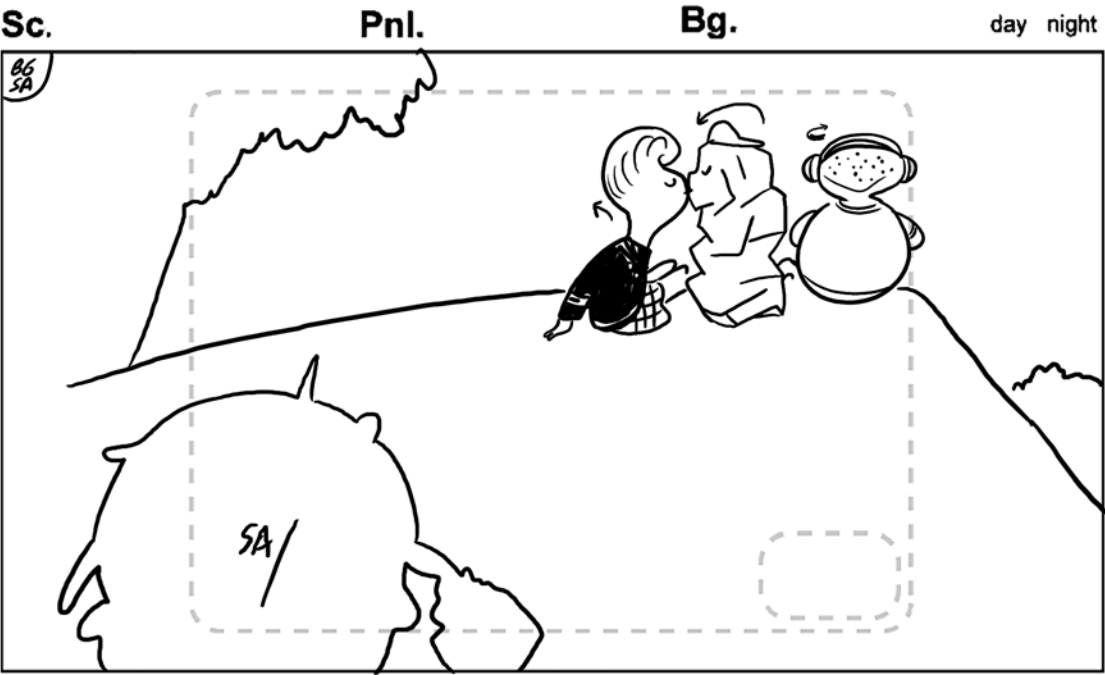
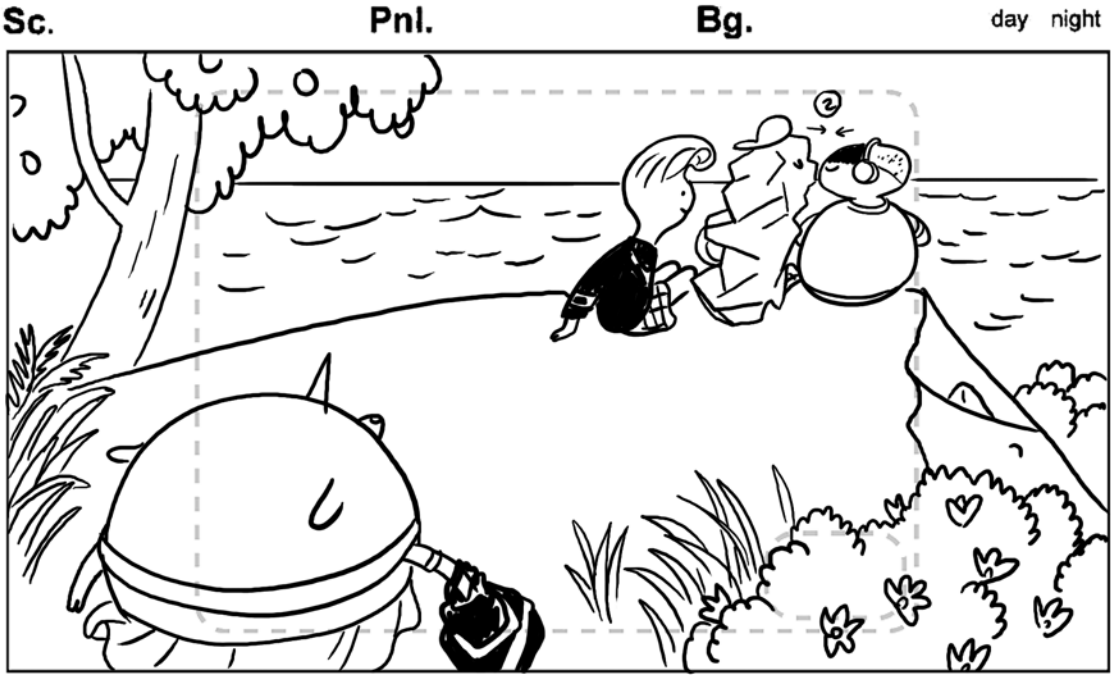


Dialog:	TV / BUT WHEN I GOT TO (OS) / LOVETREE POINT	→ JUSTIN WAS ALREADY THERE... →	TV (ONSCREEN) / GASP!
Action:	TV ENTERS	STOPS, GASPS	
Timing:			

EPISODE # 1025 - 190

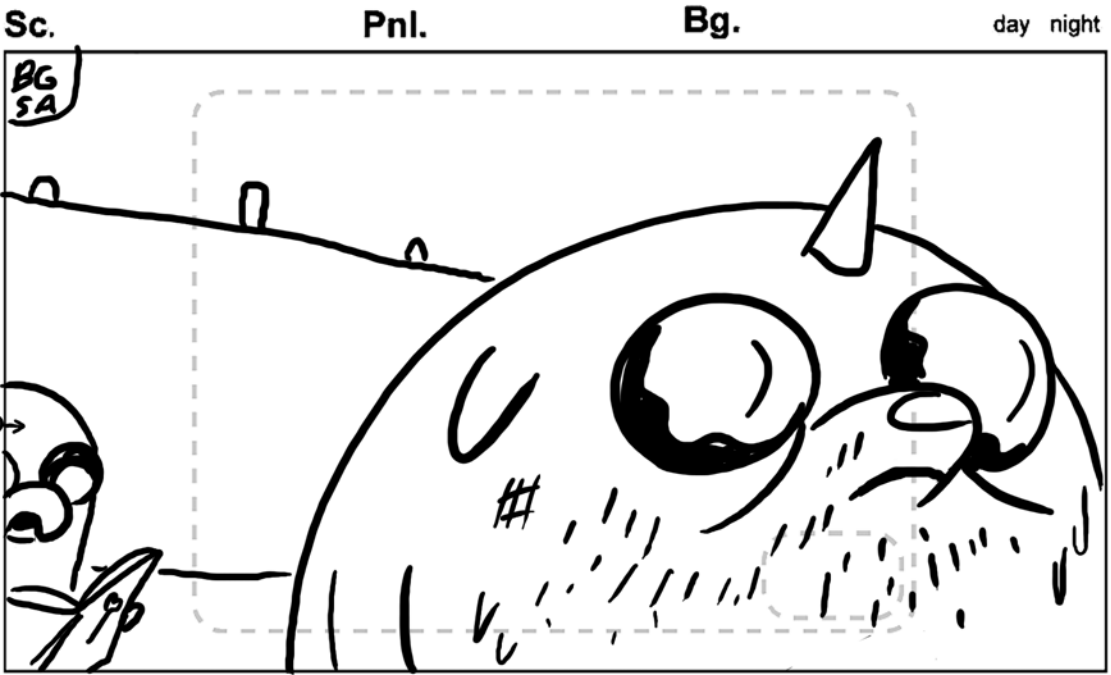
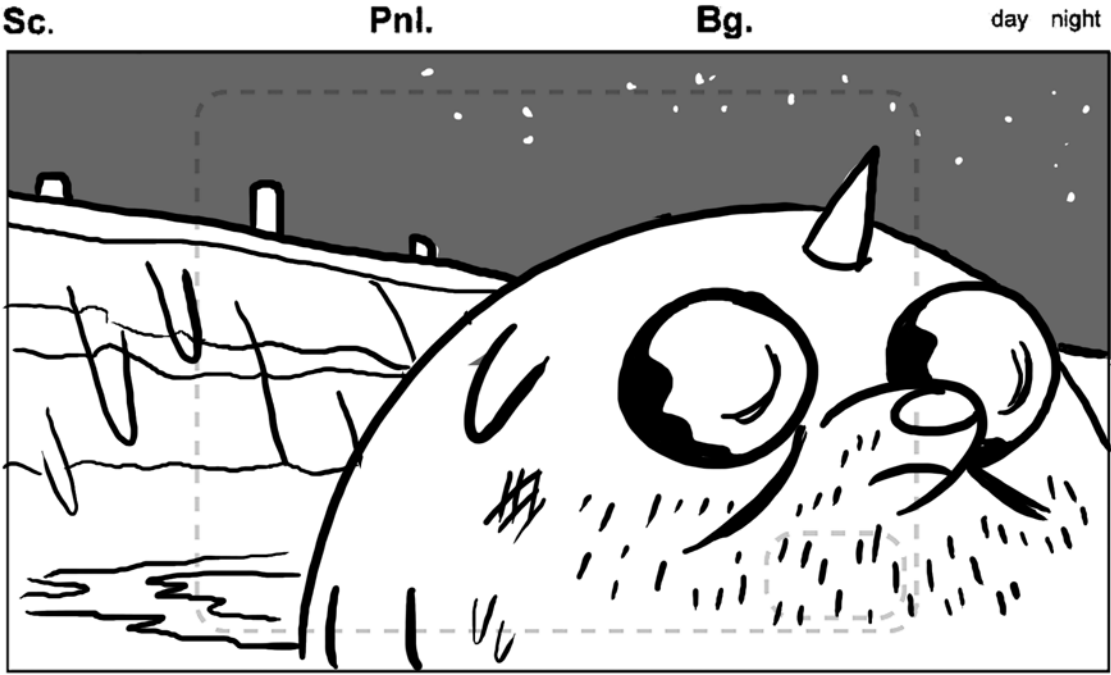
Production :

ADVENTURE TIME



Dialog:		→ TV (OS) / ... MAKING OUT WITH MY B.F.F.S TAFFI AND MOCHI		JAKE / HE DID NOT!! (OS)	
Action:		MOCHI + JUSTIN KISS		JUSTIN TURNS TO TAFFI, THEY KISS	
Timing:					

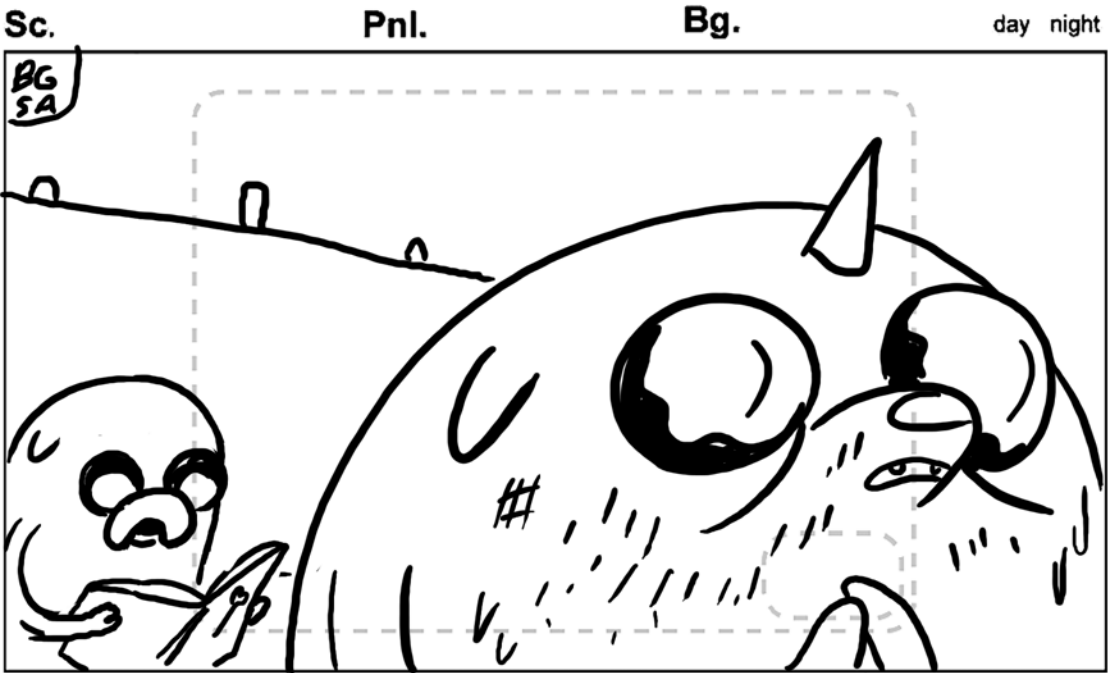
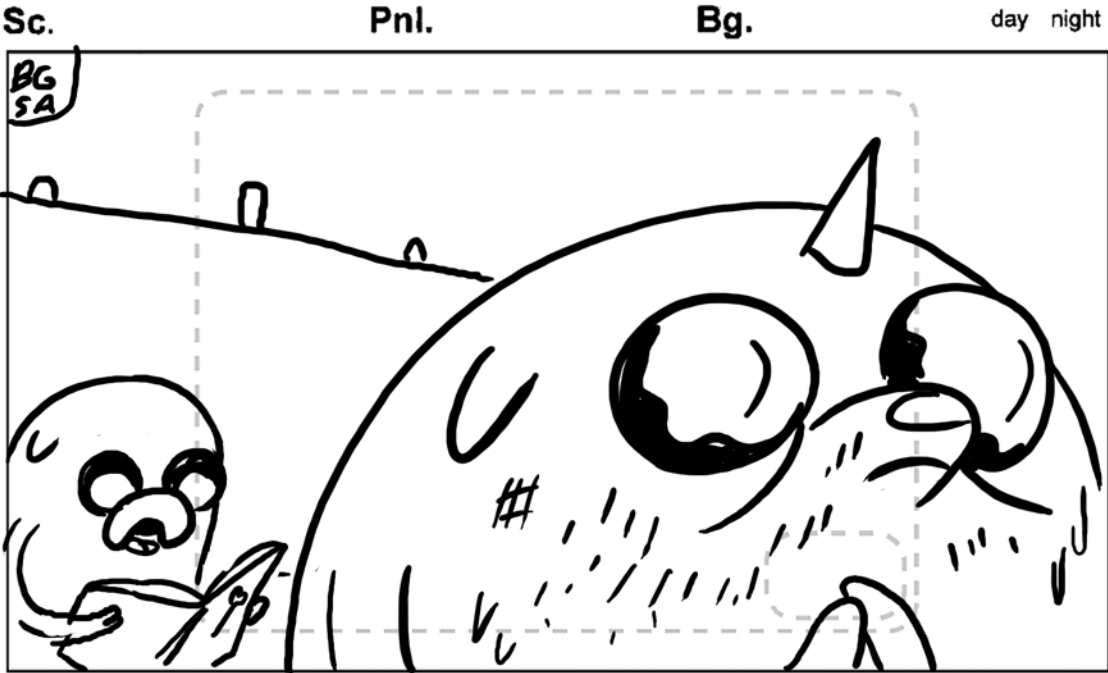
ADVENTURE TIME



Dialog:
Action:
Timing:

J ENTERS

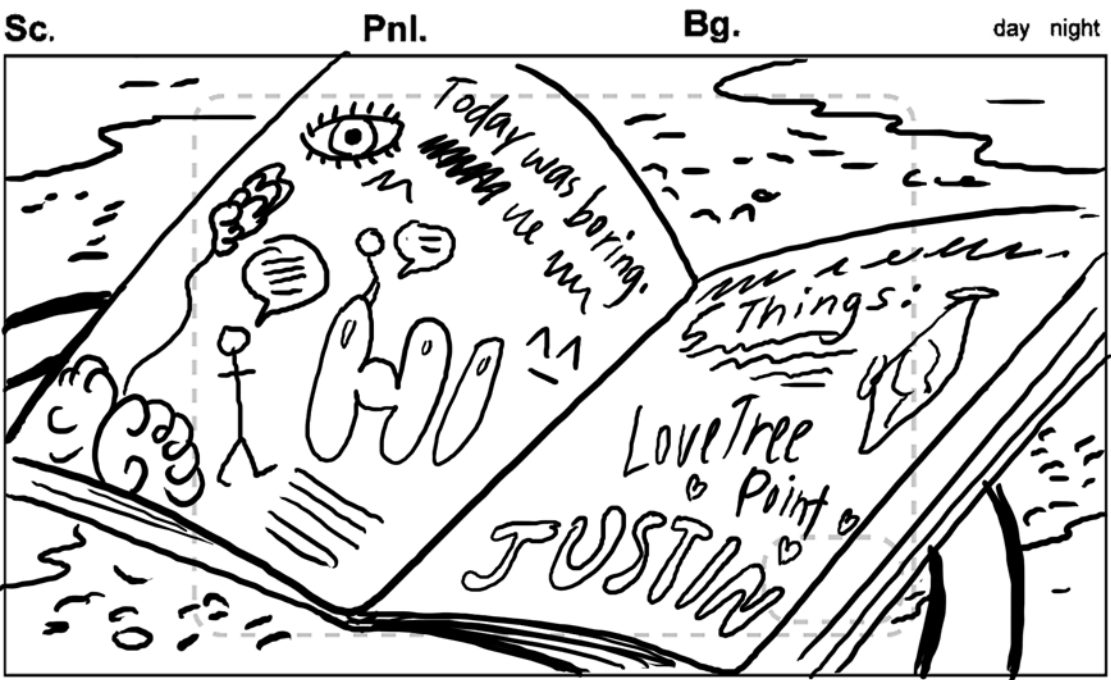
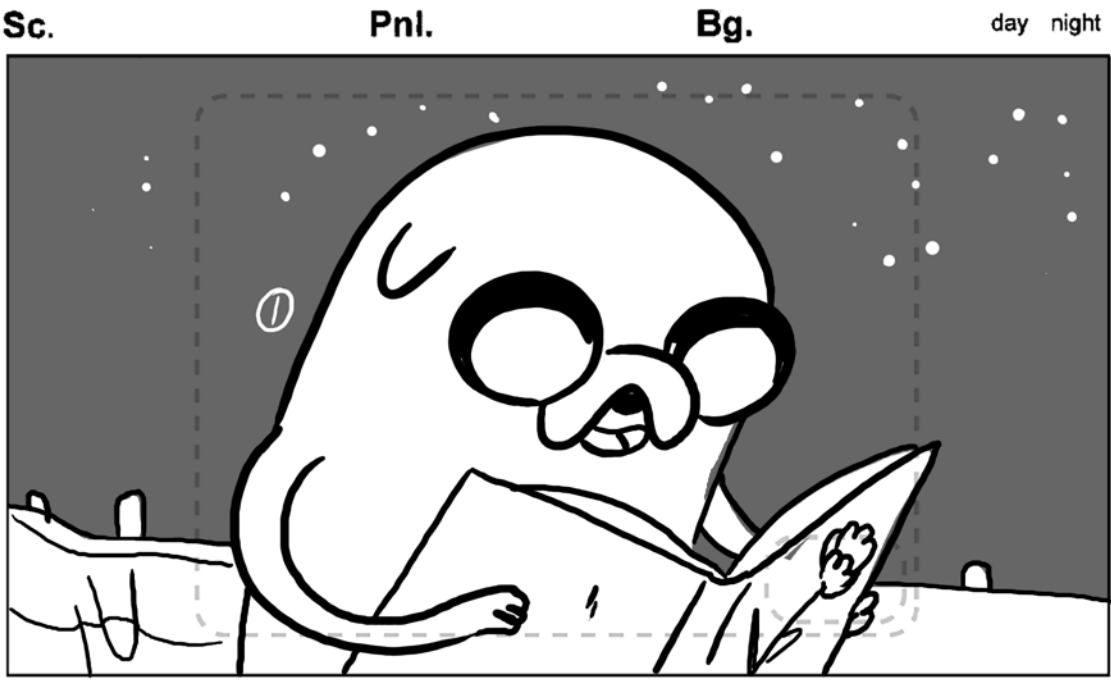
ADVENTURE TIME



Dialog:	J/ WELL, THAT'S ONE THEORY, ANYWAY	TV (TO SELF)/ AM I UNLOVABLE...?
Action:	TV BRINGS UP HANDS	
Timing:		

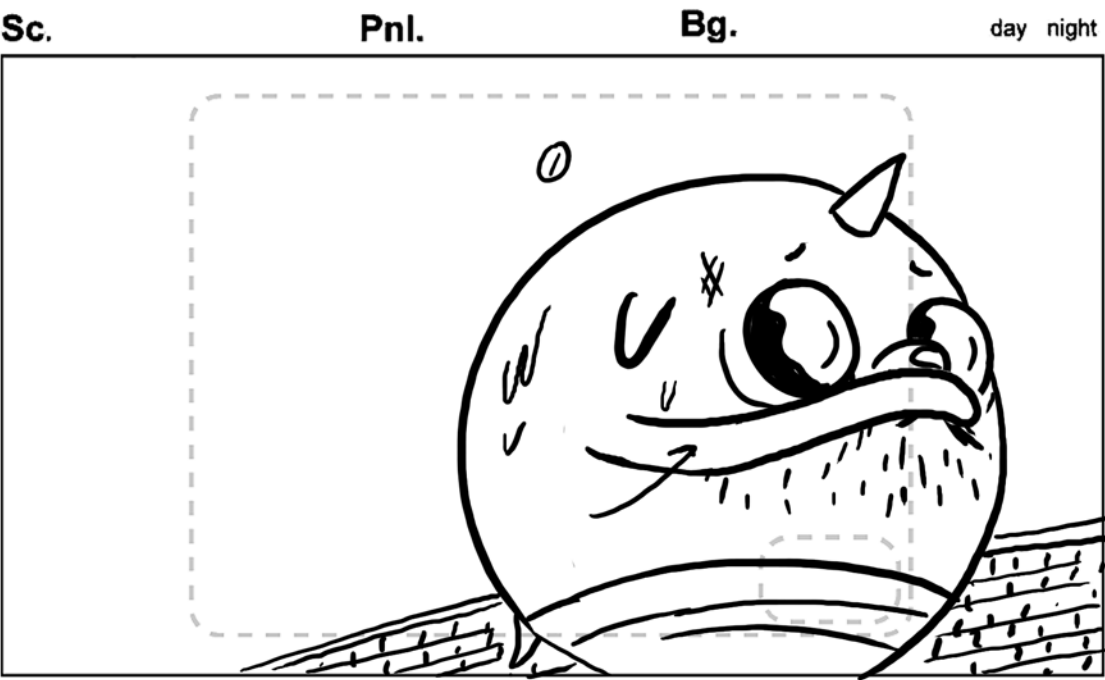
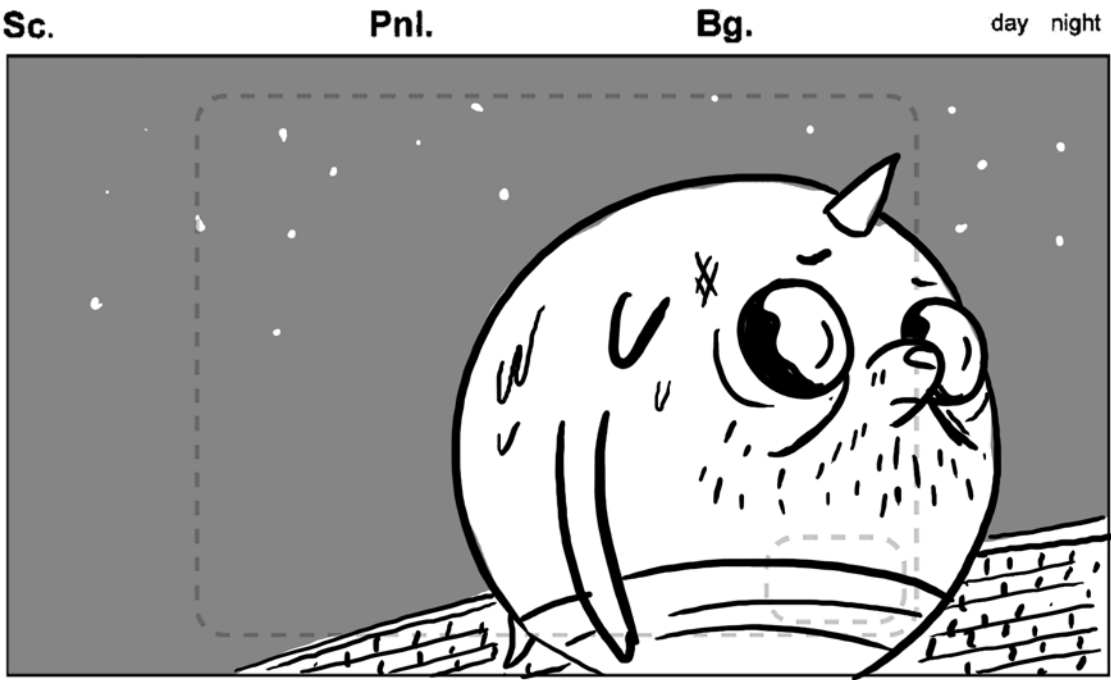
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ADVENTURE TIME



Dialog:	J/ HEY DID YOU SAY LOVETREE POINT? ② THAT'S WHERE THE KIDS USED TO GO SMOOCHIN' BACK IN THE DAY	J(05)/ THIS DIARY MUST BE PRETTY OLD!
Action:	② LOOKS AT OPPOSITE PAGE	
Timing:		

ADVENTURE TIME

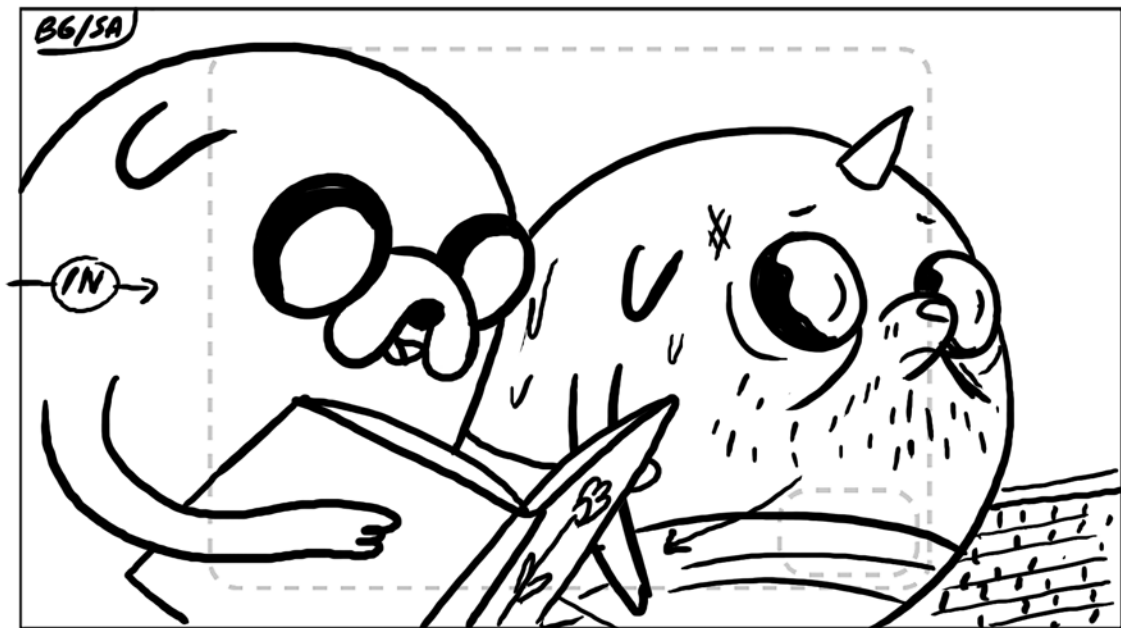


Dialog:	TV/(SNIFF) J(OS)/ WE SHOULD GO CHECK IT OUT!
Action:	TV WIPES NOSE
Timing:	

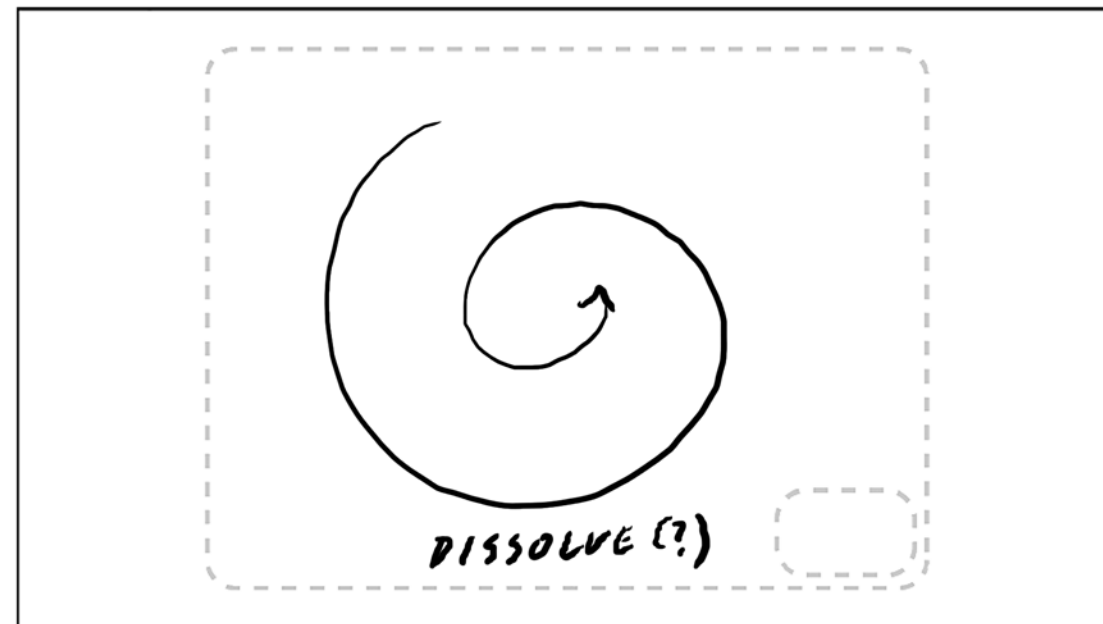
ADVENTURE TIME

Page **174**

Sc. **Pnl.** **Bg.** day night



Sc. Pnl. Bg. day night



Dialog:

J/ I DON'T EVEN KNOW
WHAT'S UP THERE NOW

Action:

TV RETURNS ARM TO SIDE
J ENTERS

Timing:

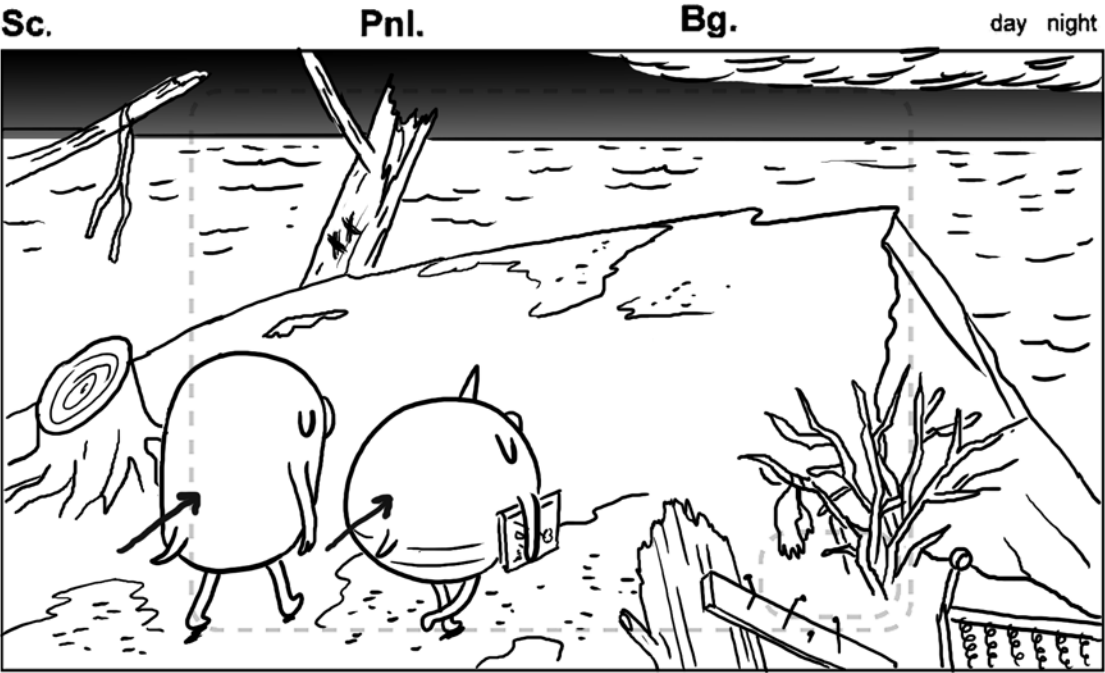
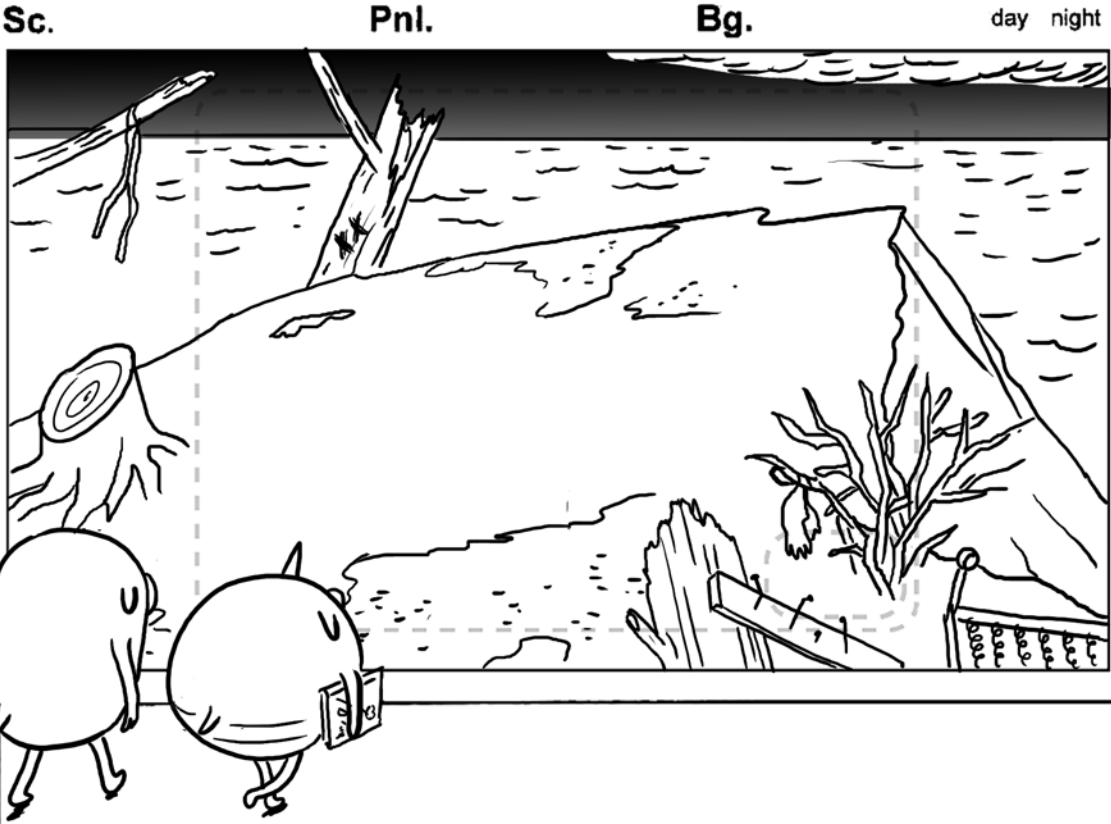
1025 - 190

EPISODE #

Production :

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ADVENTURE TIME



J/UGH. THIS PLACE IS A DUMP

Action: TV + J WALK UP TO CLIFF;
LOVETREE PT IS DESOLATE

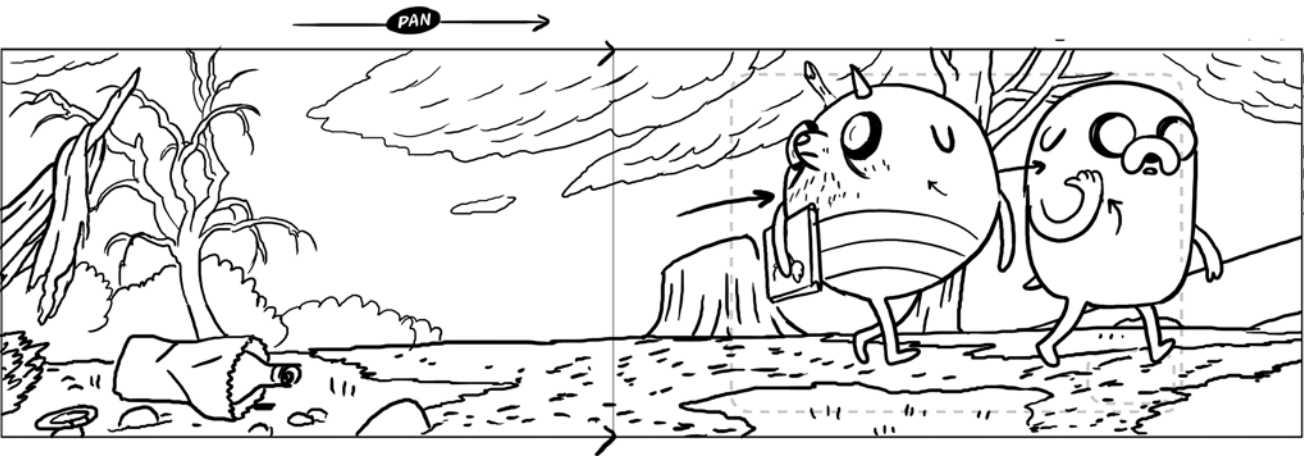
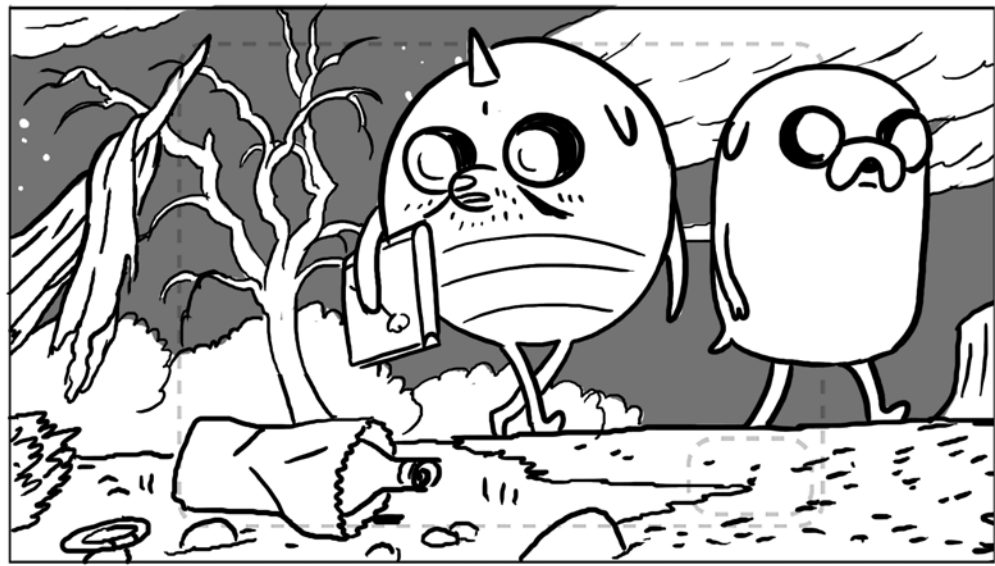
Timing:

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ADVENTURE TIME



Sc. Pnl. Bg. day night



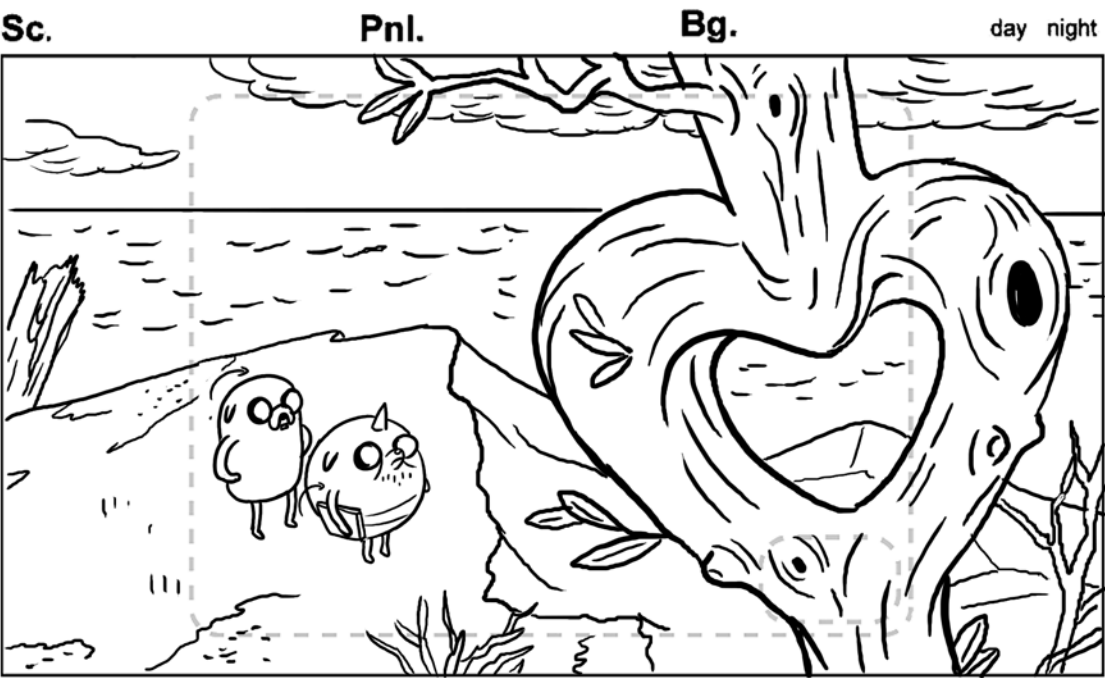
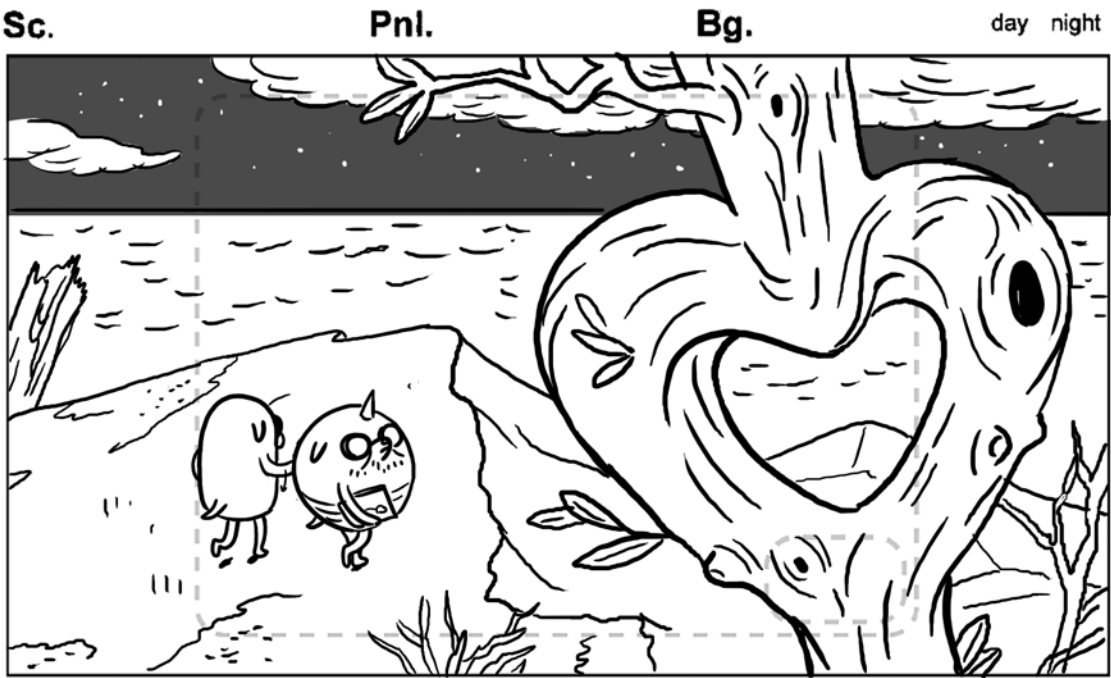
EPISODE # 1025 - 190

Dialog:	TV/ WHY DO THEY CALL THIS LOVETREE POINT..?	J/ CUZ OF THAT TREE OVER THERE
Action:	- J GESTURES WITH THUMB BEHIND THEM - TV LOOKS IN DIRECTION OF THUMB	
Timing:		

Production :

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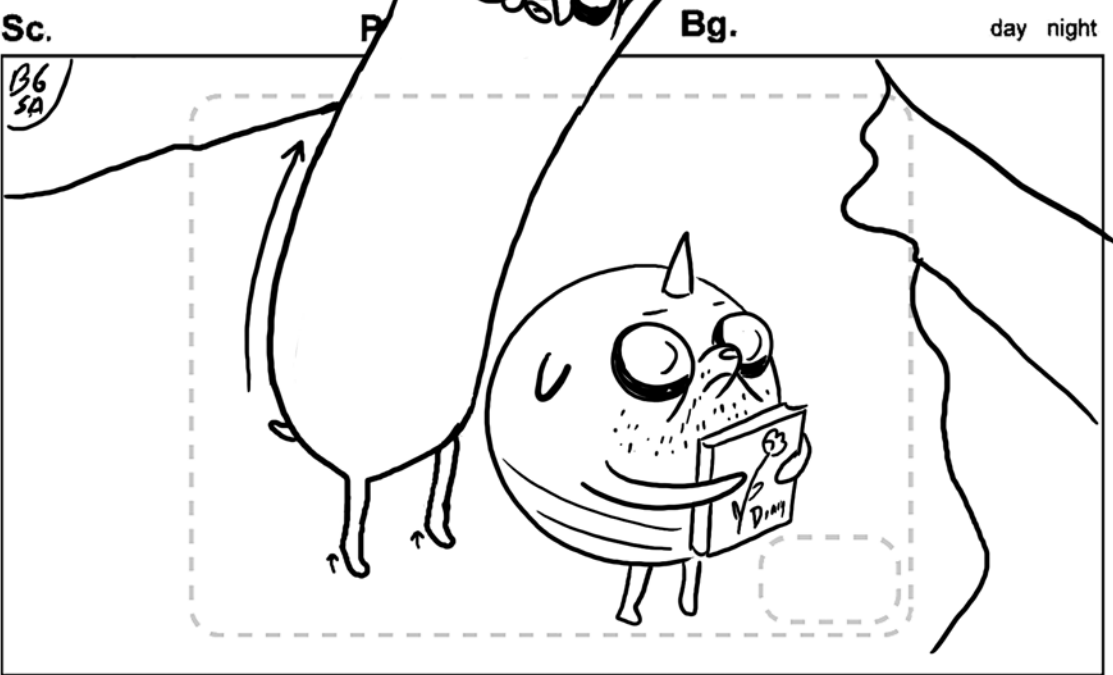
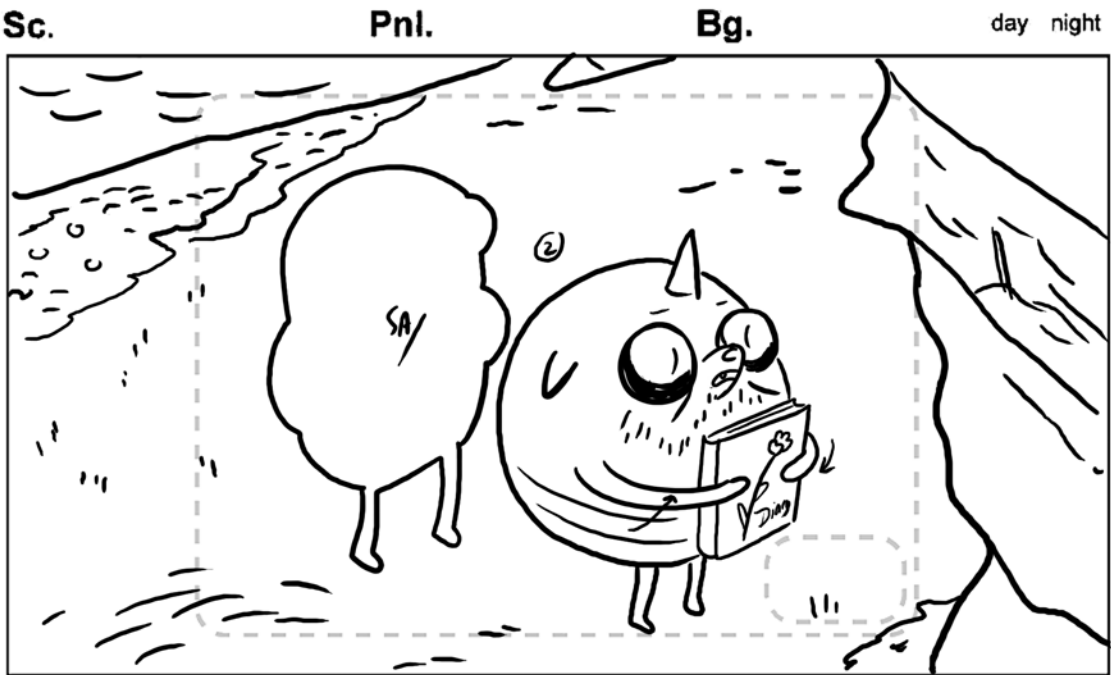
ADVENTURE TIME



Dialog:	J/ YEAH, IT'S PRETTY HEAVY-HANDED
Action:	BOTH TURN TO LOOK AT TREE
Timing:	

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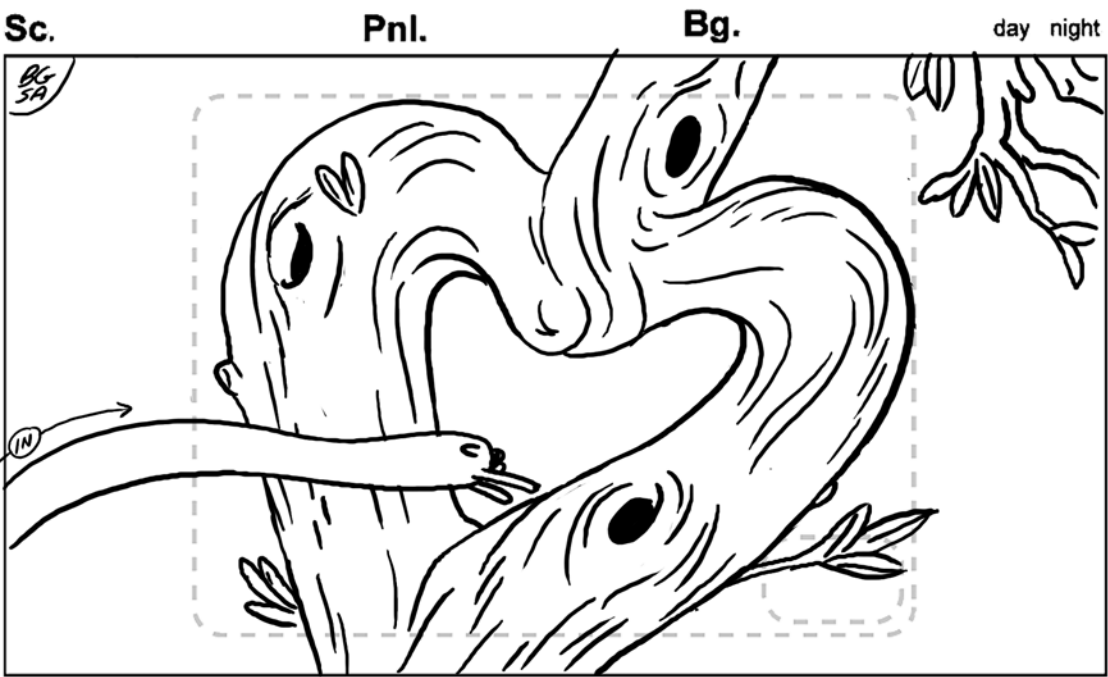
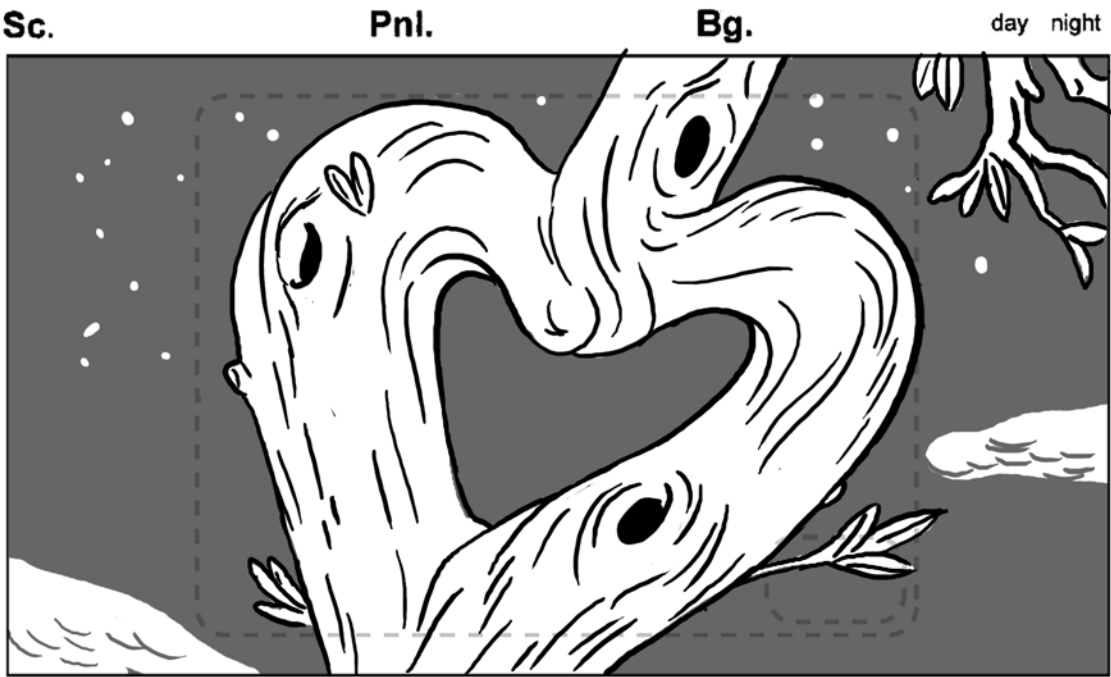
ADVENTURE TIME



Dialog:	TV/ ON PAGE 42, IT SAYS JUSTIN HID A PRESENT SOMEWHERE AROUND HERE. MAYBE IT'S IN THE TREE	J/ HEY, GOOD THINKING
Action:	② TV HUGS DIARY	- J STRETCHES UP - J GETS UP ON TOES
Timing:		

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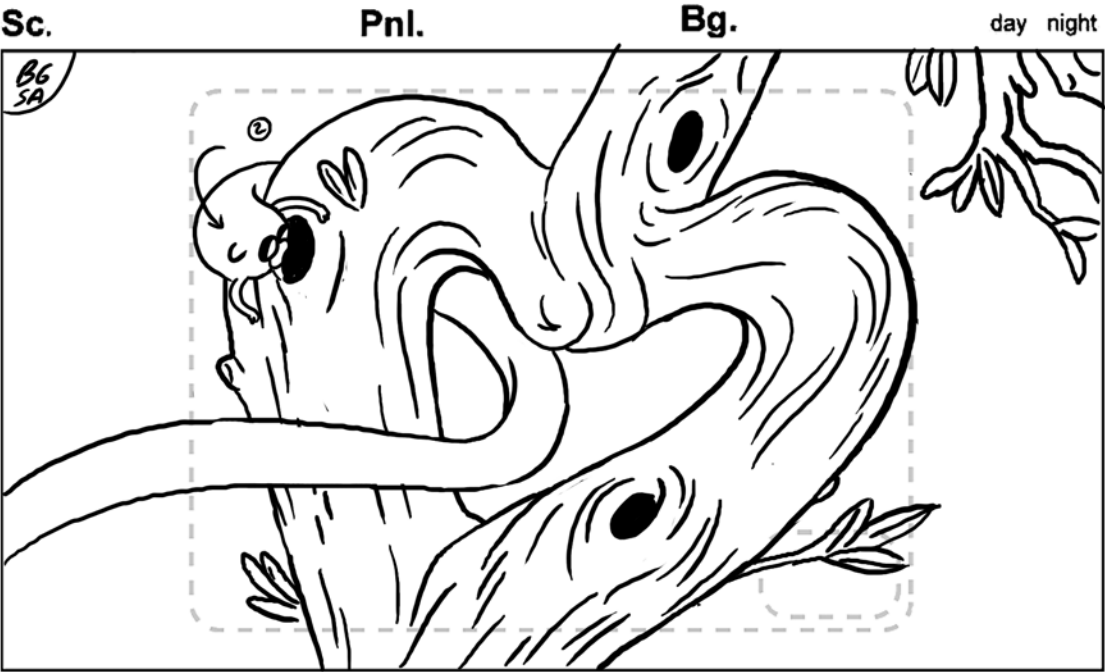
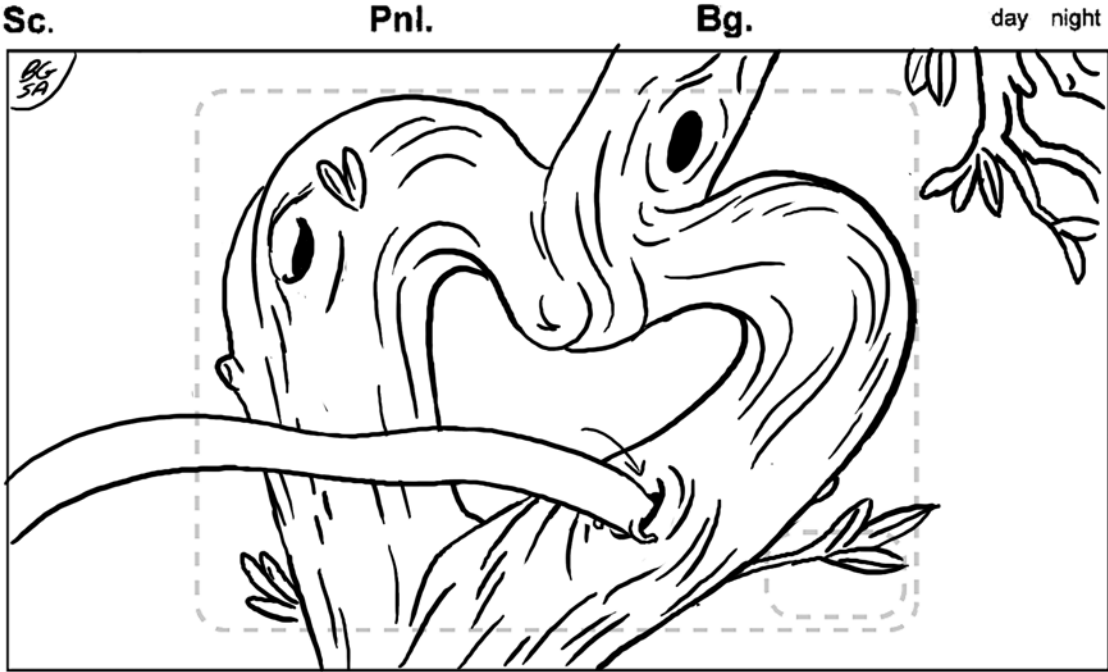
ADVENTURE TIME



Dialog:	
Action:	J STRETCHES UP
Timing:	

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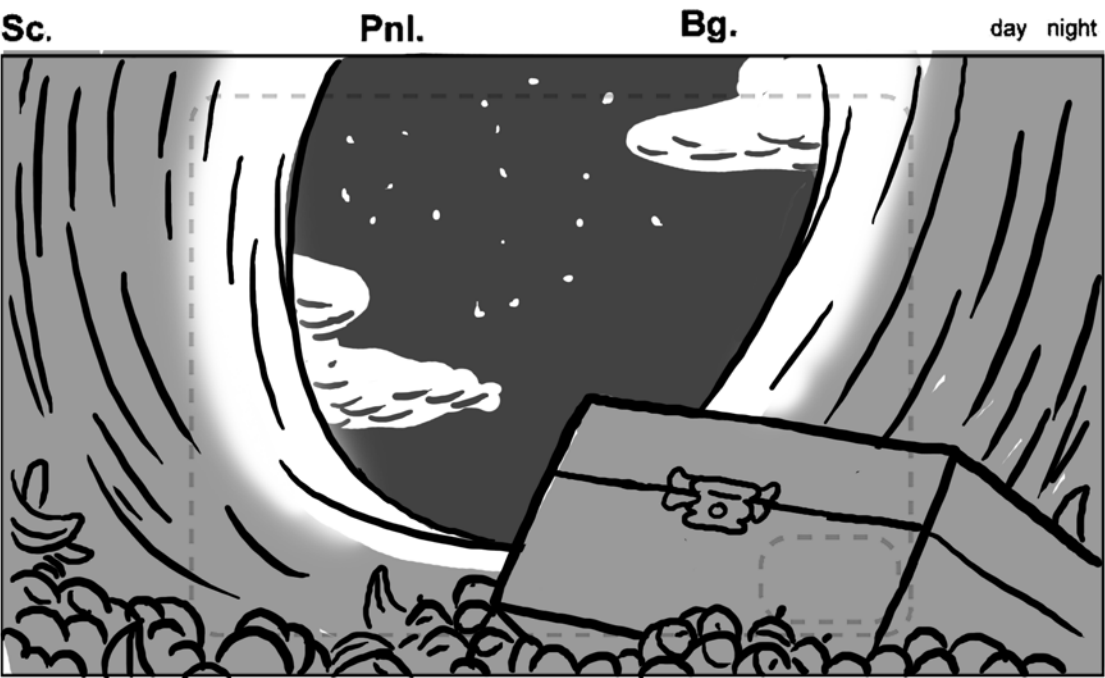
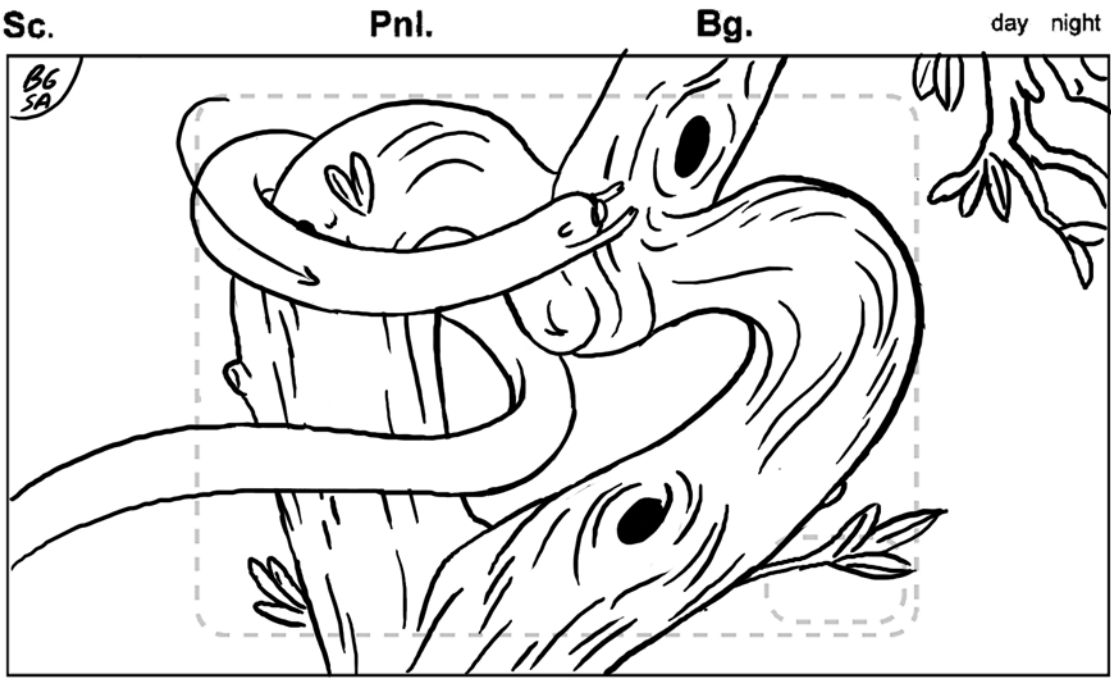
ADVENTURE TIME



Dialog:	<p>J (ECHOY) / NOPE</p>		<p>② SFX / SQUIRREL SCREAM ② J / OOP! SORRY</p>	
Action:	<p>POKES HEAD INTO HOLE</p>		<p>① TURN ② LOOKS INTO HOLE</p>	
Timing:				

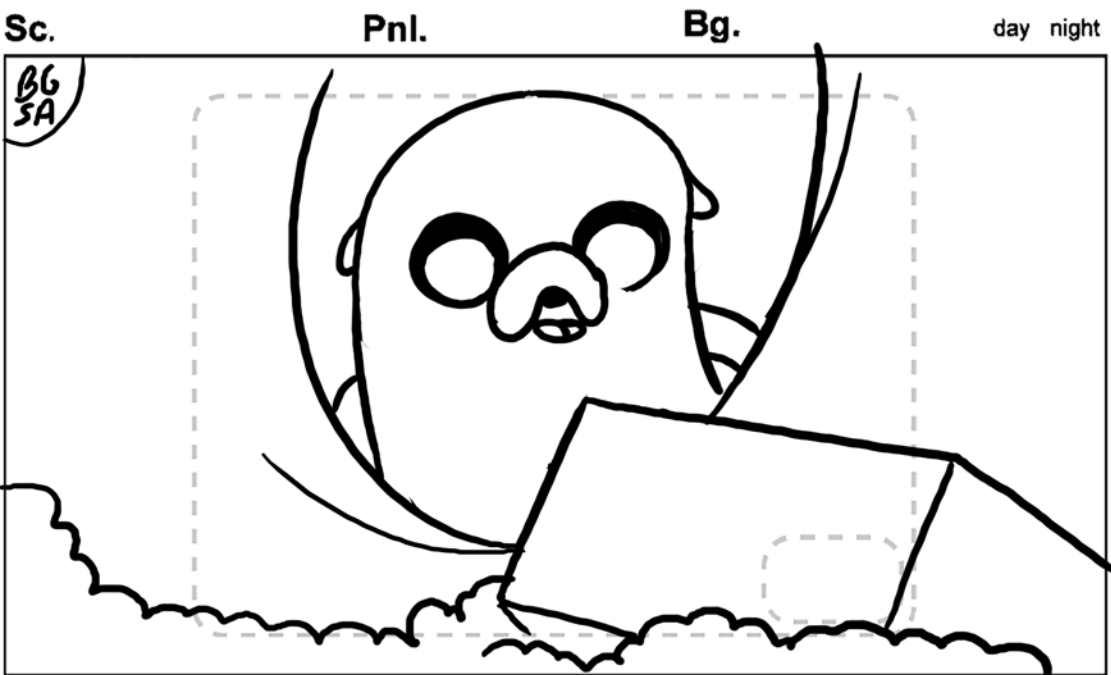
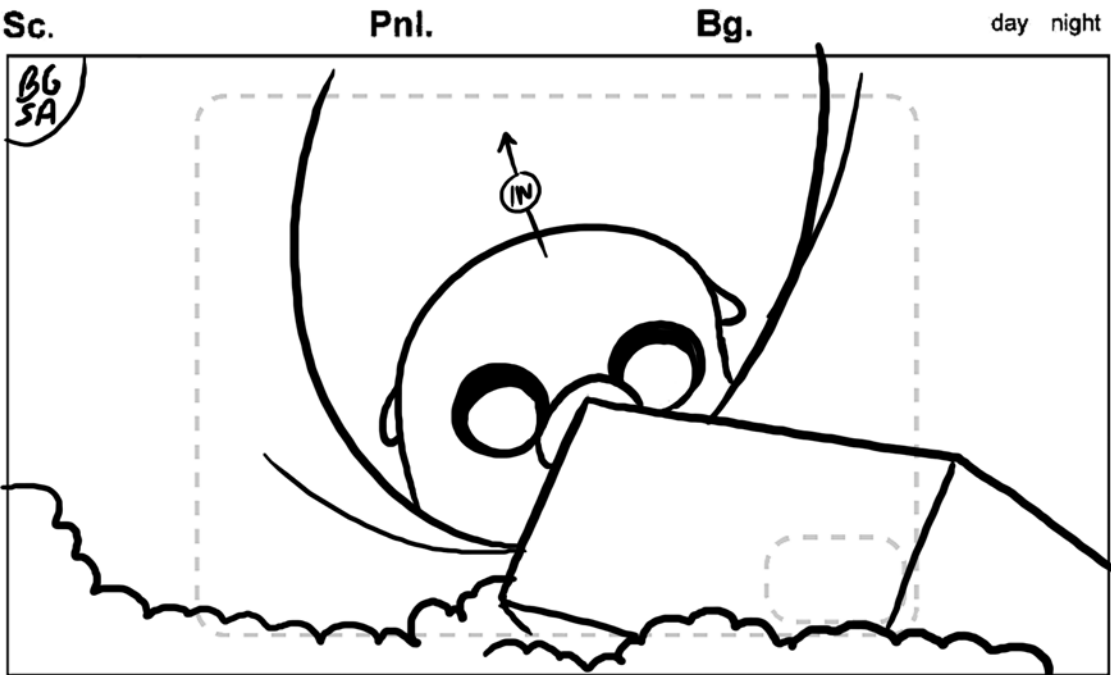
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ADVENTURE TIME



Dialog:		
Action:	FLIES UP AGAIN	- MUSIC BOX LYING IN ACORNS
Timing:		

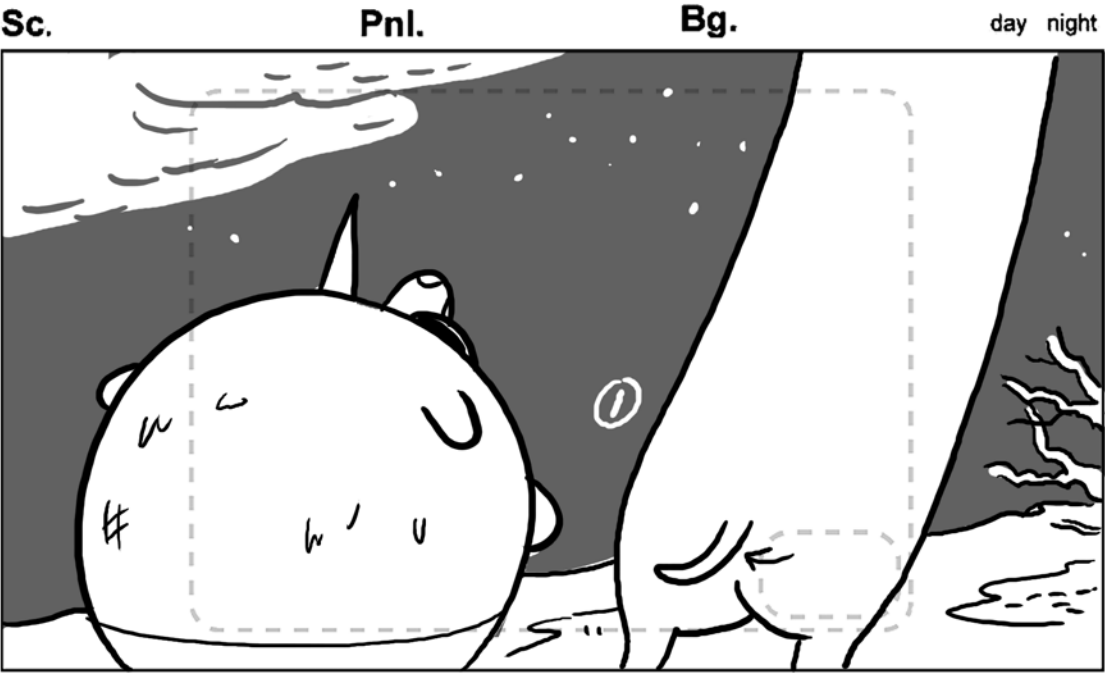
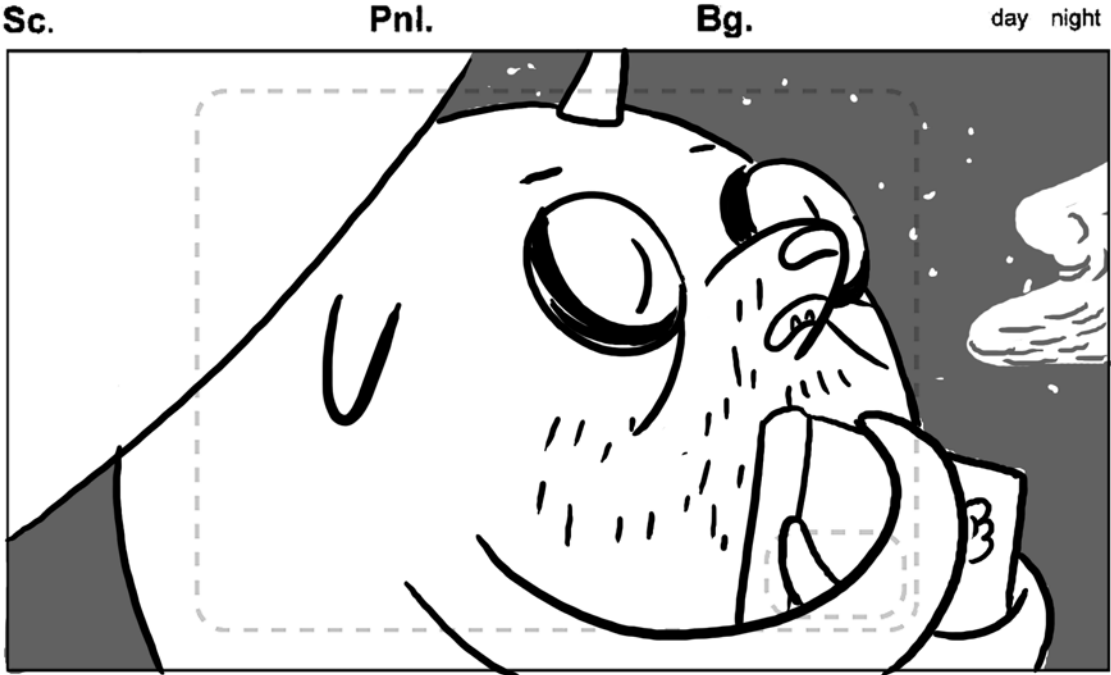
ADVENTURE TIME




Dialog:	J/BINGO!
Action:	J ENTERS
Timing:	

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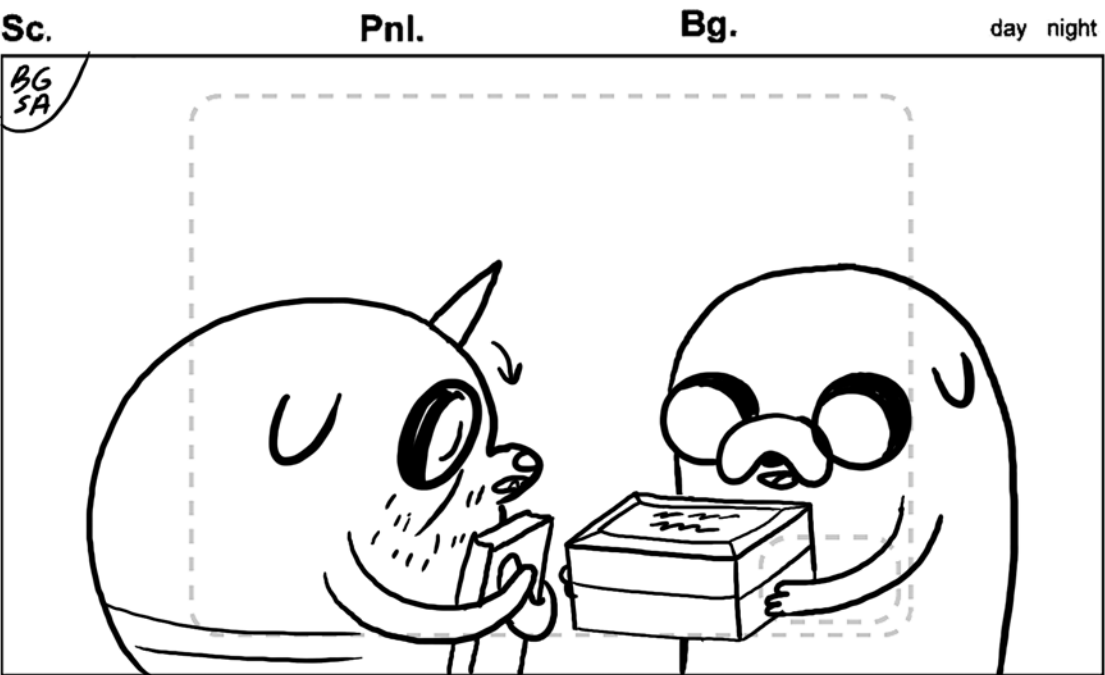
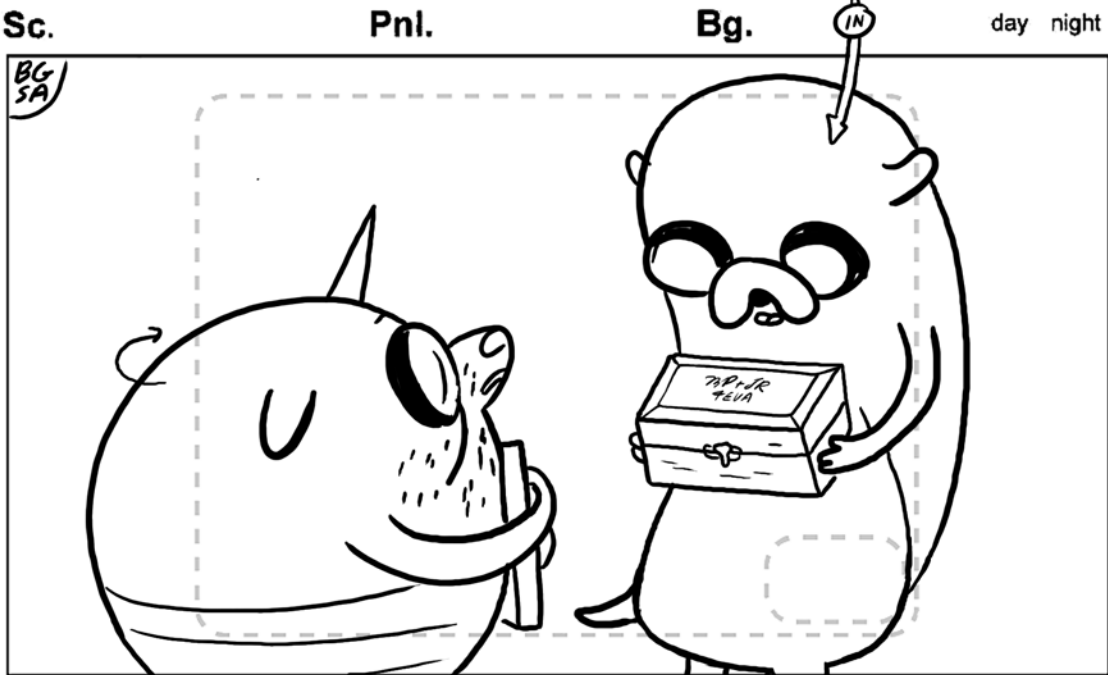
ADVENTURE TIME



Dialog:	TV / (SMALL GASP)
Action:	J'S TAIL WAGS (CYCLE ①②) 
Timing:	

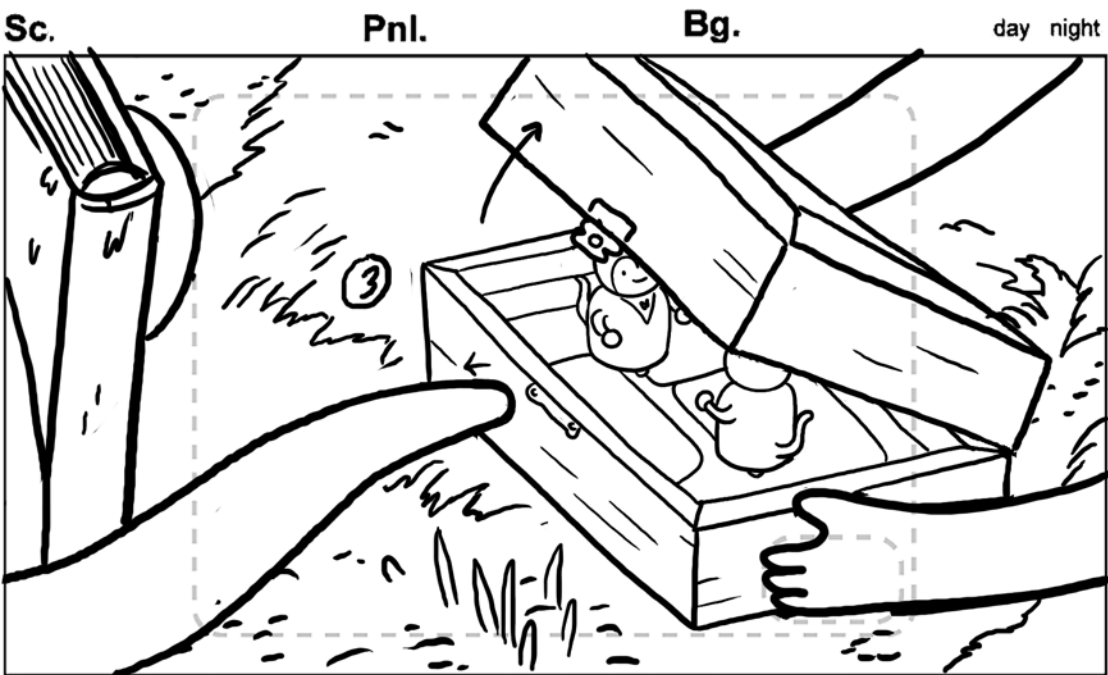
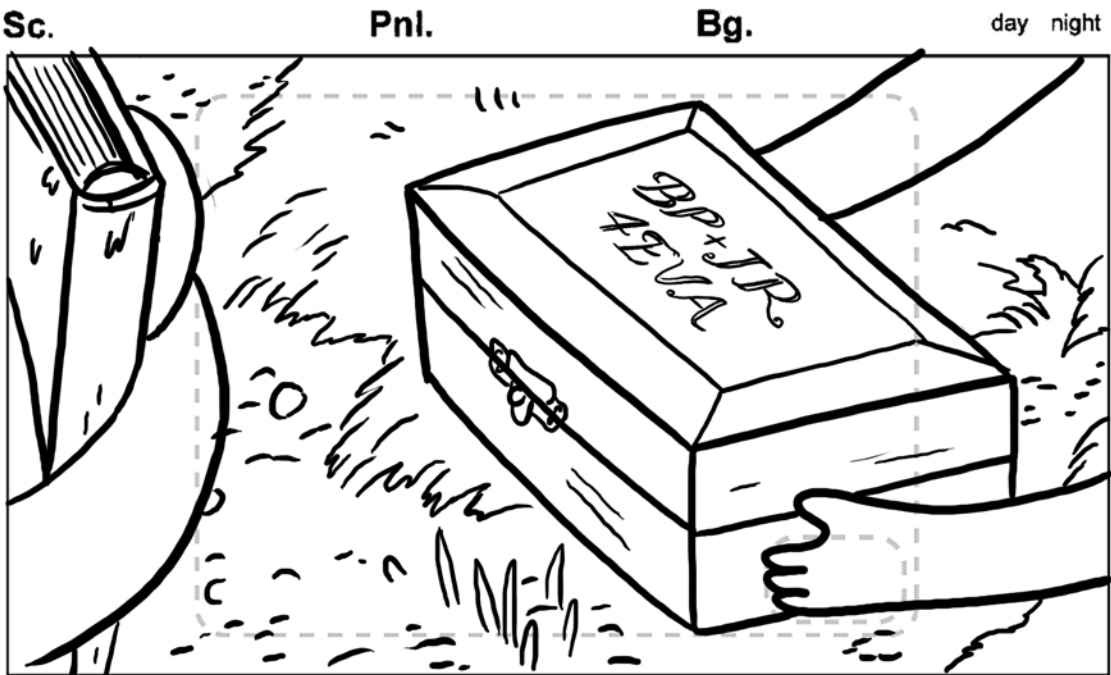
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ADVENTURE TIME

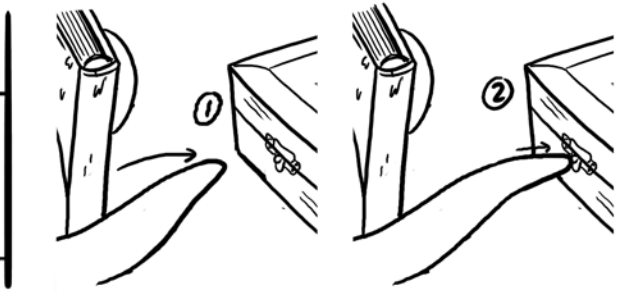


Dialog:	<i>J/ IT'S A MUSICBOX!</i>	
Action:	<i>.J TWISTS AS HE DESCENDS .TV TURNS BODY W/ JAKE</i>	<i>TV LOOKS DOWN TO BOX</i>
Timing:		

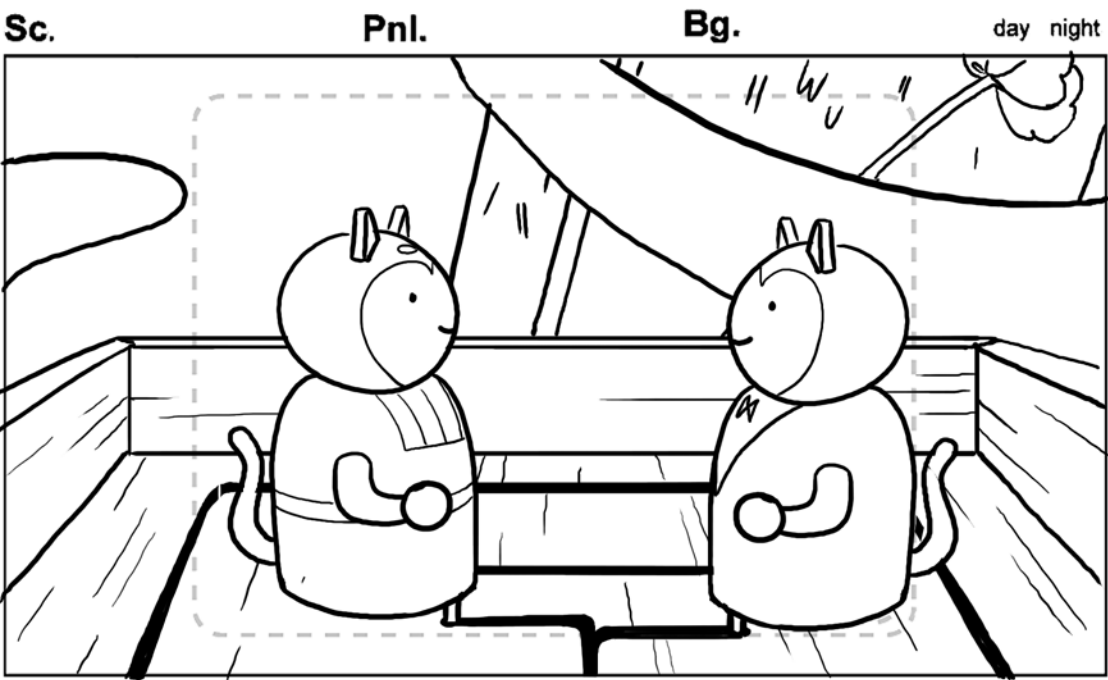
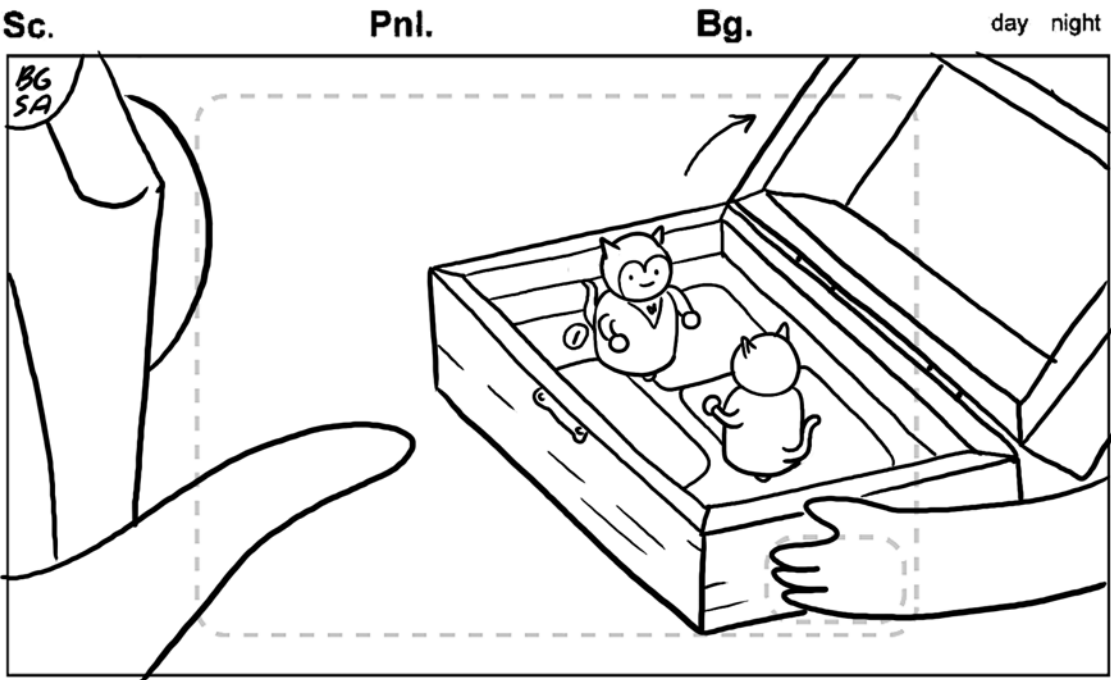
ADVENTURE TIME



Dialog:	
Action:	<p>② TV PUSHES BUTTON ③ BOX POPS OPEN</p>
Timing:	

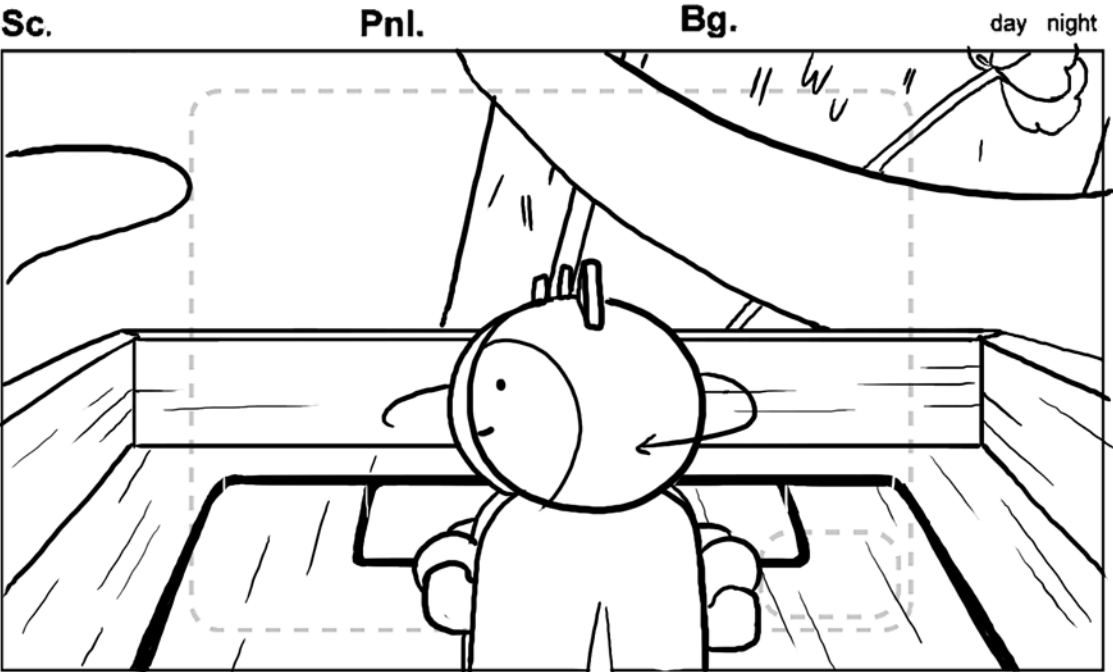
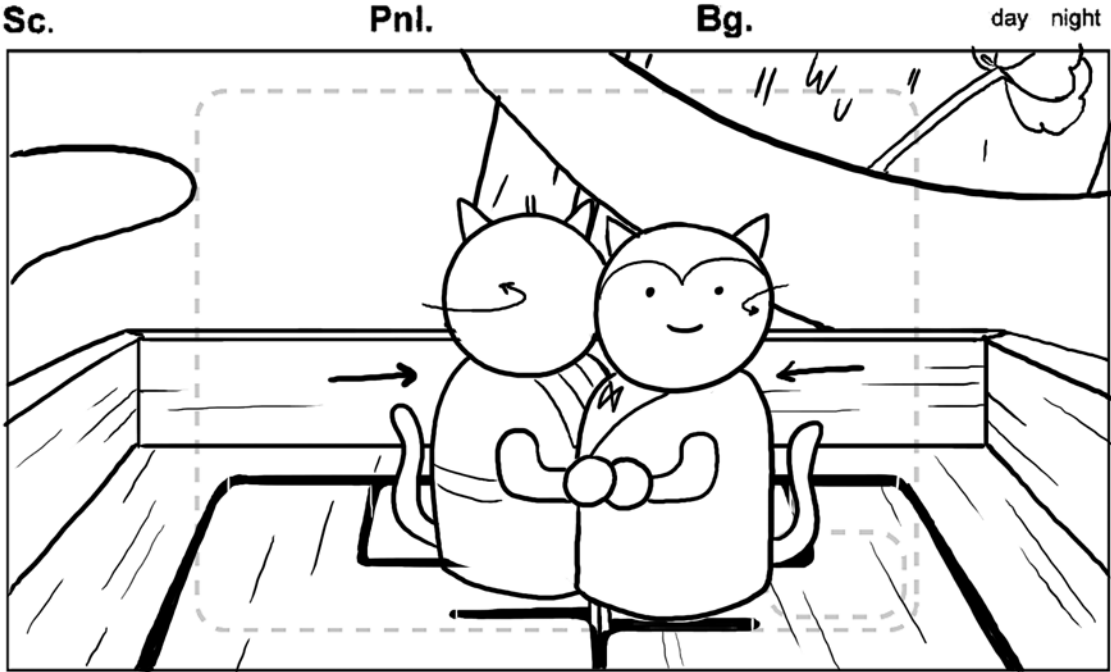



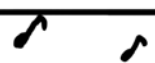

ADVENTURE TIME



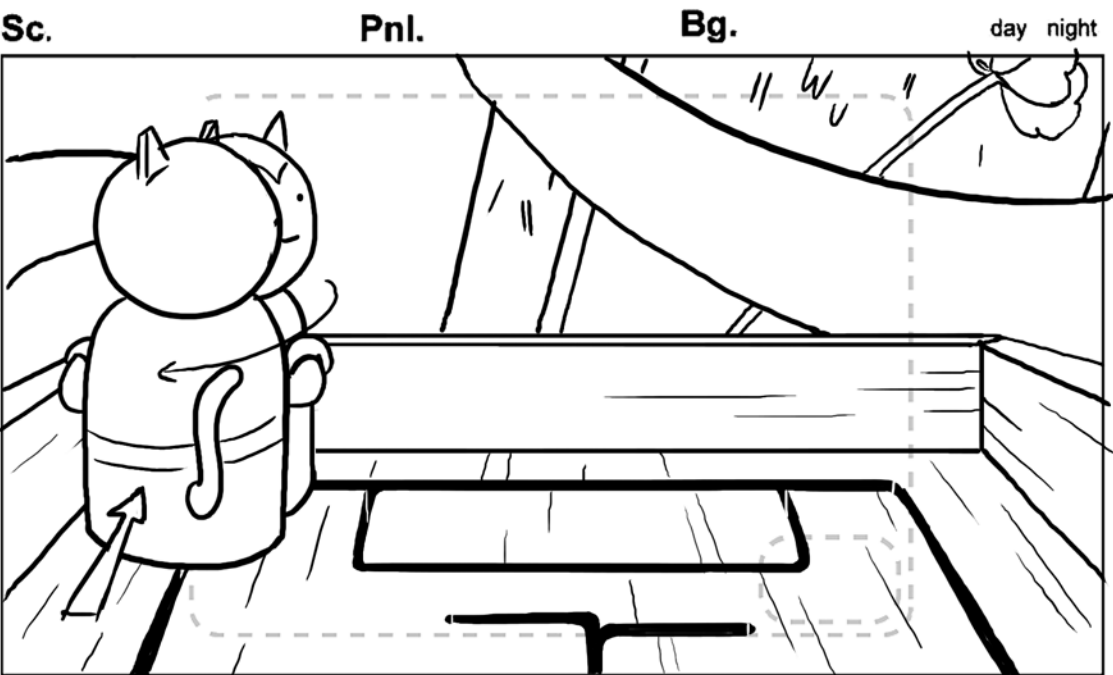
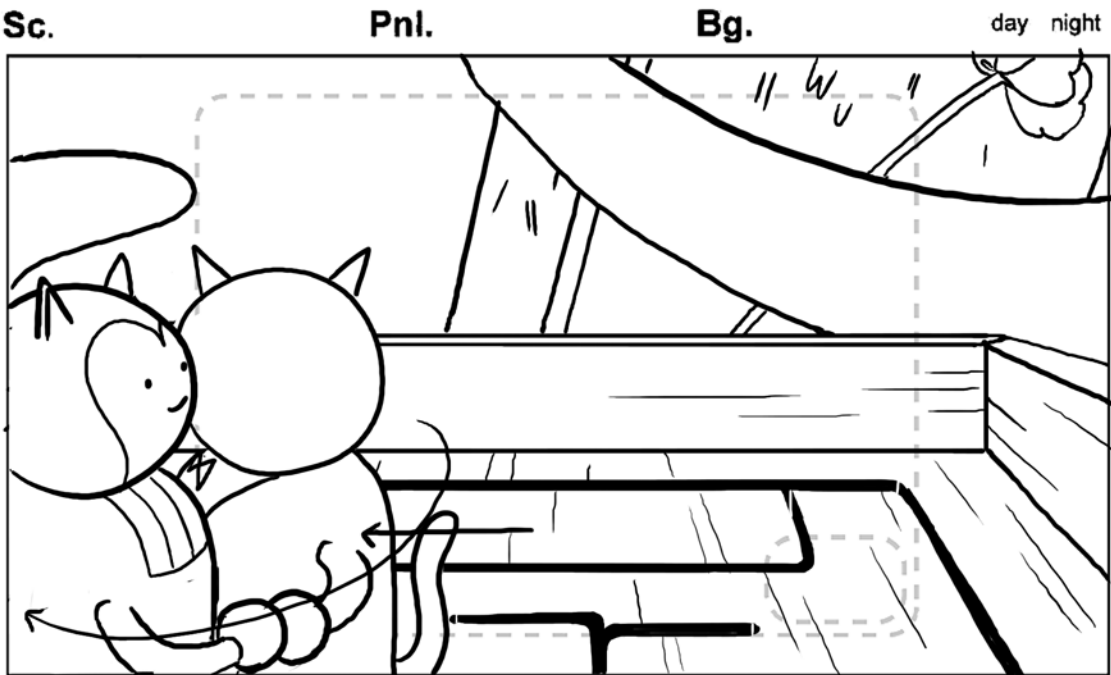
Dialog:	
Action: -CATS BOW ①②③	
Timing:	


ADVENTURE TIME





Dialog:	SFX/MUSICBOX MUSIC   	
Action:	CATS MOVE TOGETHER, TURN HEADS	CATS ROTATE AS THEY MOVE ON TRACK
Timing:		

ADVENTURE TIME



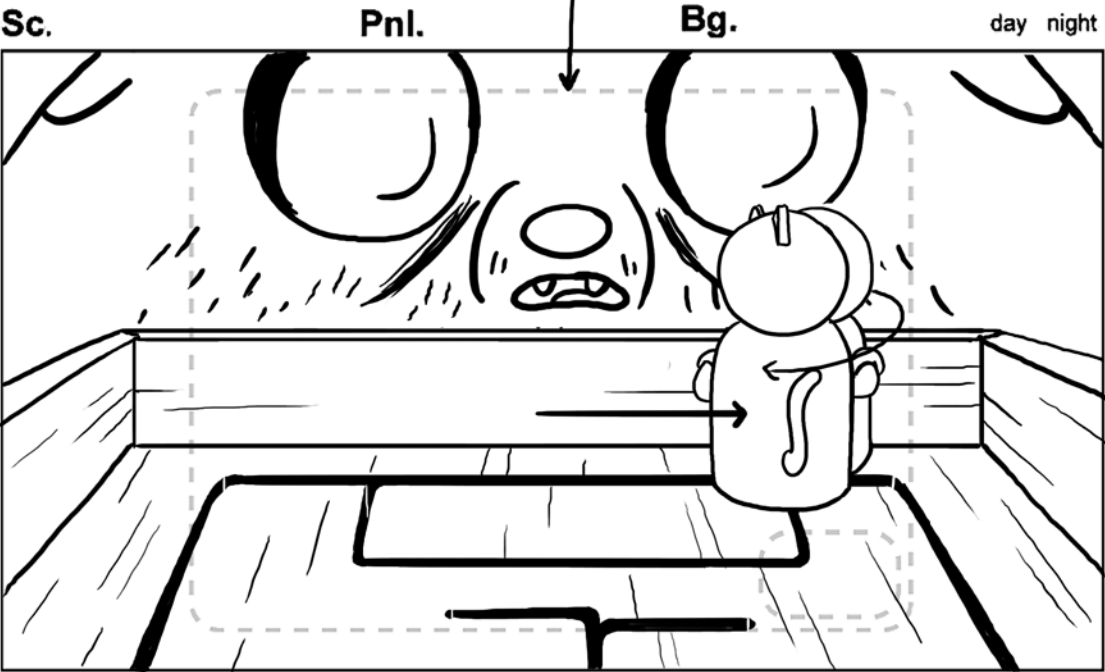
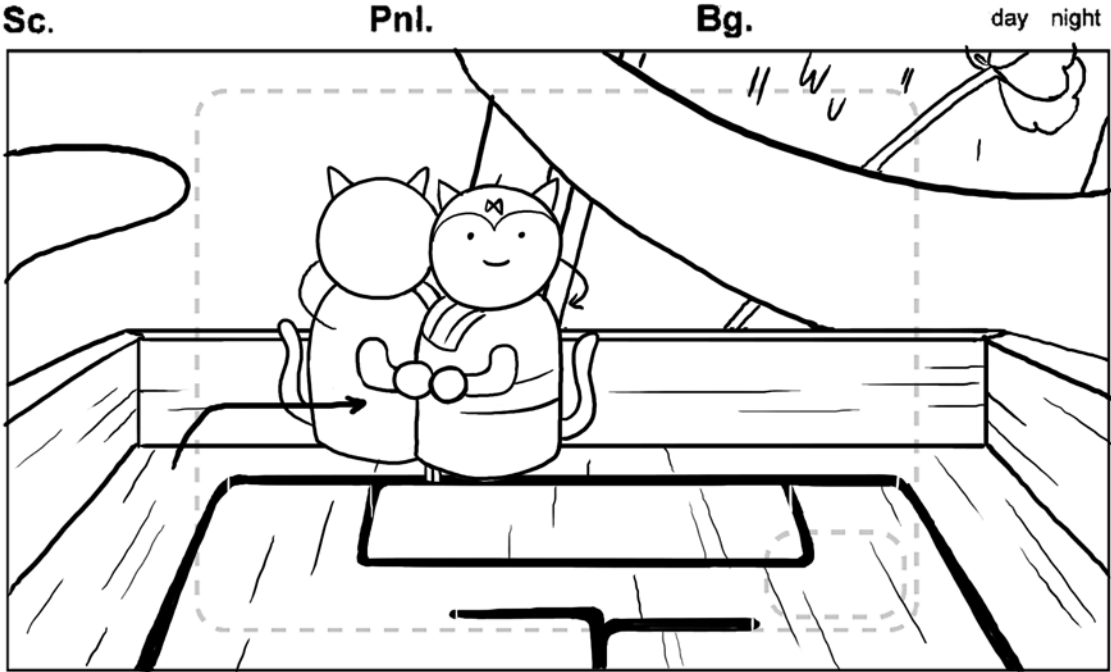
Dialog: *SFX/MUSICBOX MUSIC* 


Action:  *CATS ROTATE AS THEY MOVE ON TRACK* 

Timing:

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ADVENTURE TIME

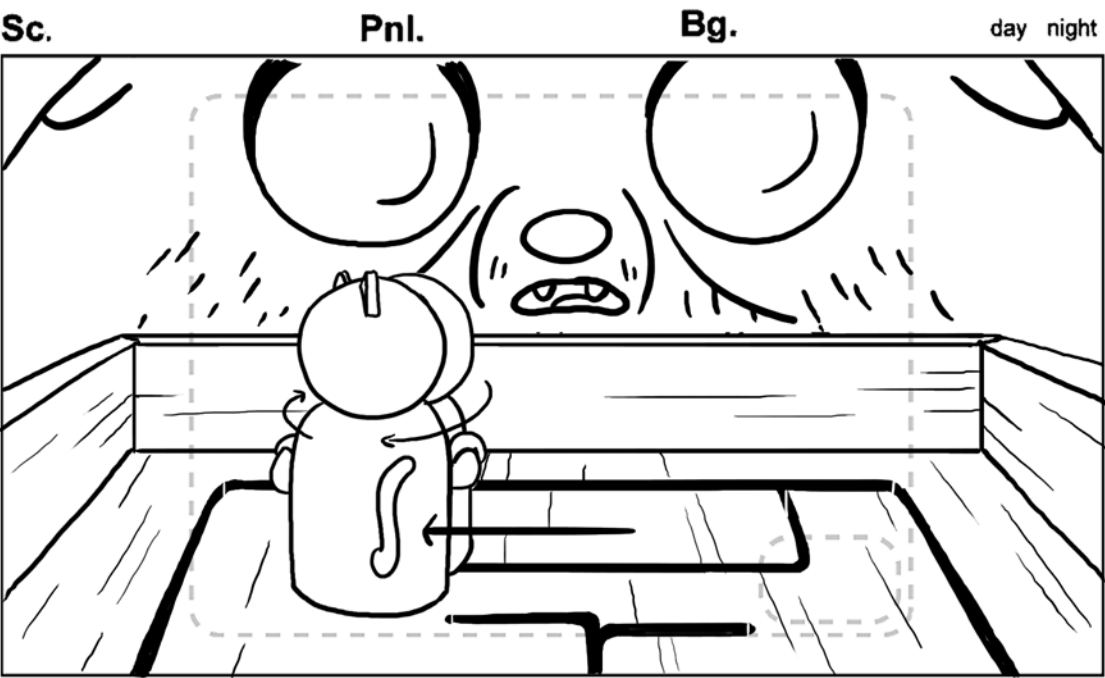
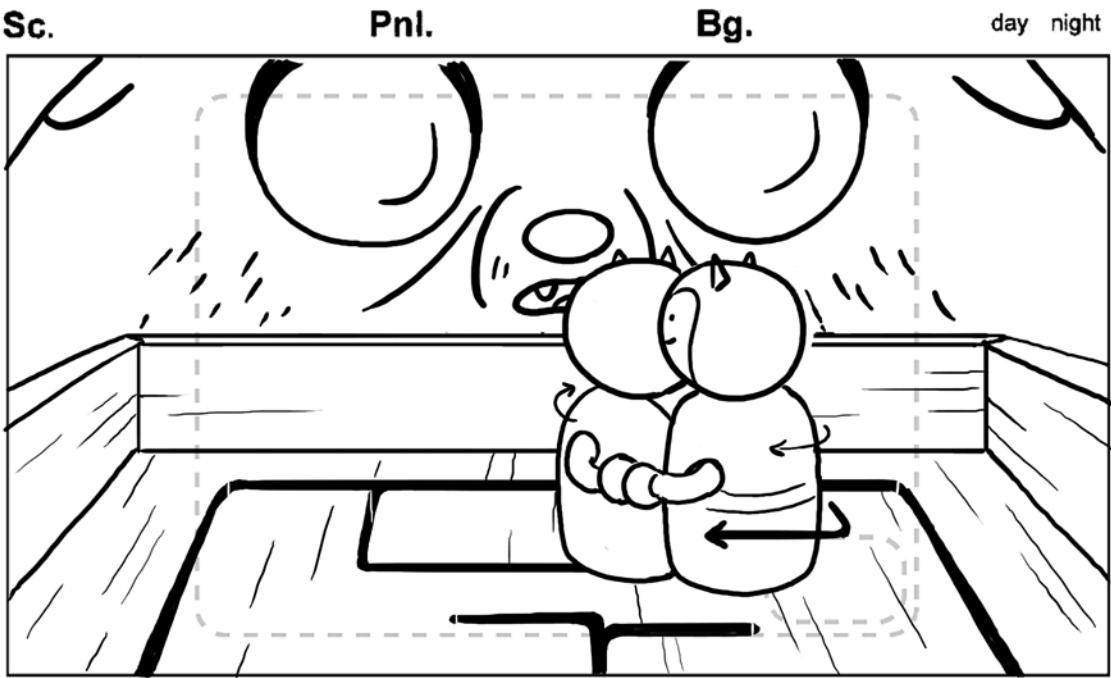


Dialog:	<i>SFX/MUSICBOX MUSIC</i> 
Action:	<i>CATS ROTATE AS THEY MOVE ON TRACK</i> <i>TV BENDS DOWN</i>
Timing:	

EPISODE # 1025 - 190
Production :

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ADVENTURE TIME



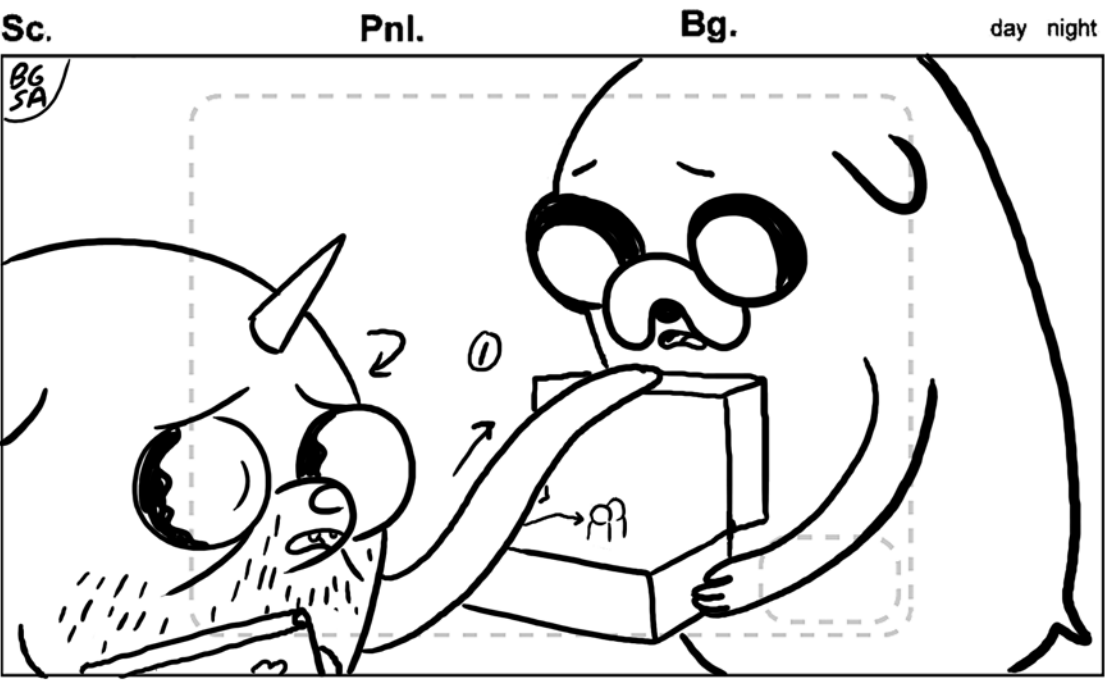
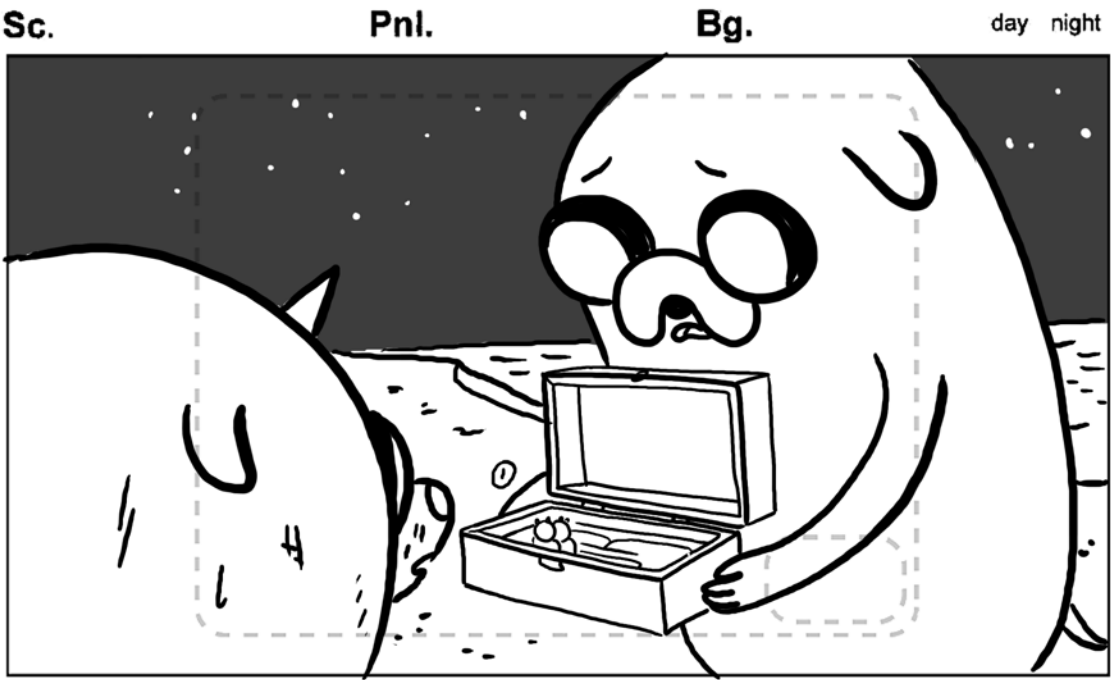
Dialog:	TV/ IT'S SO BEAUTIFUL
→ SFX/ MUSIC BOX MUSIC ♪	
Action:	→ CATS ROTATE AS THEY MOVE ON TRACK
Timing:	

EPISODE # 1025 - 190

Production :

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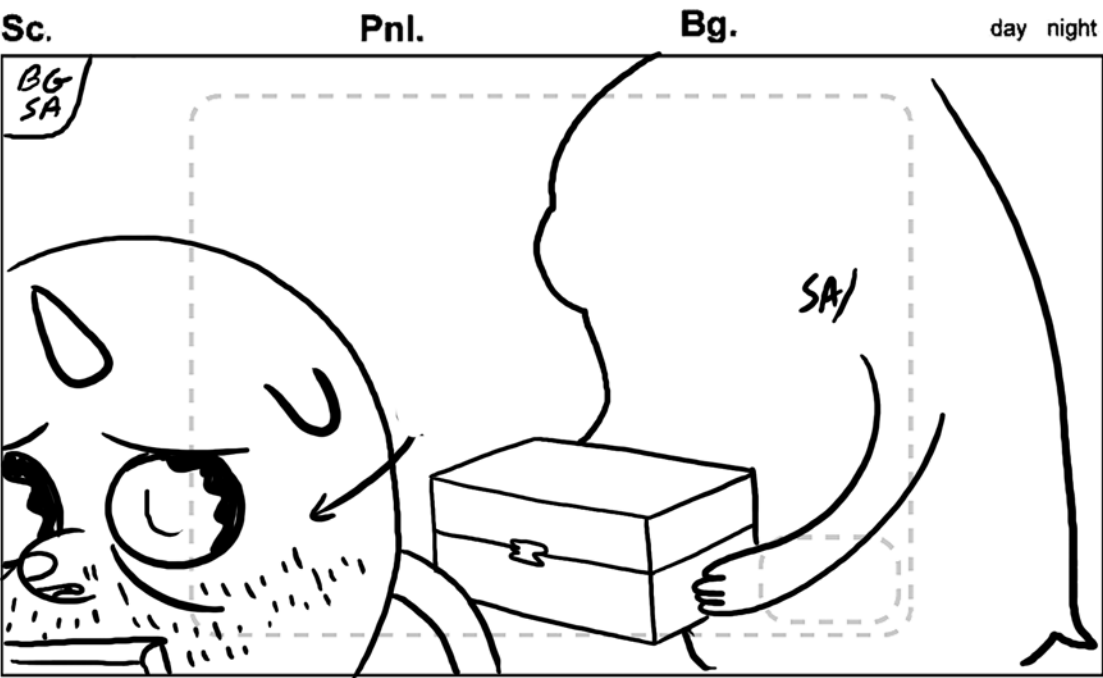
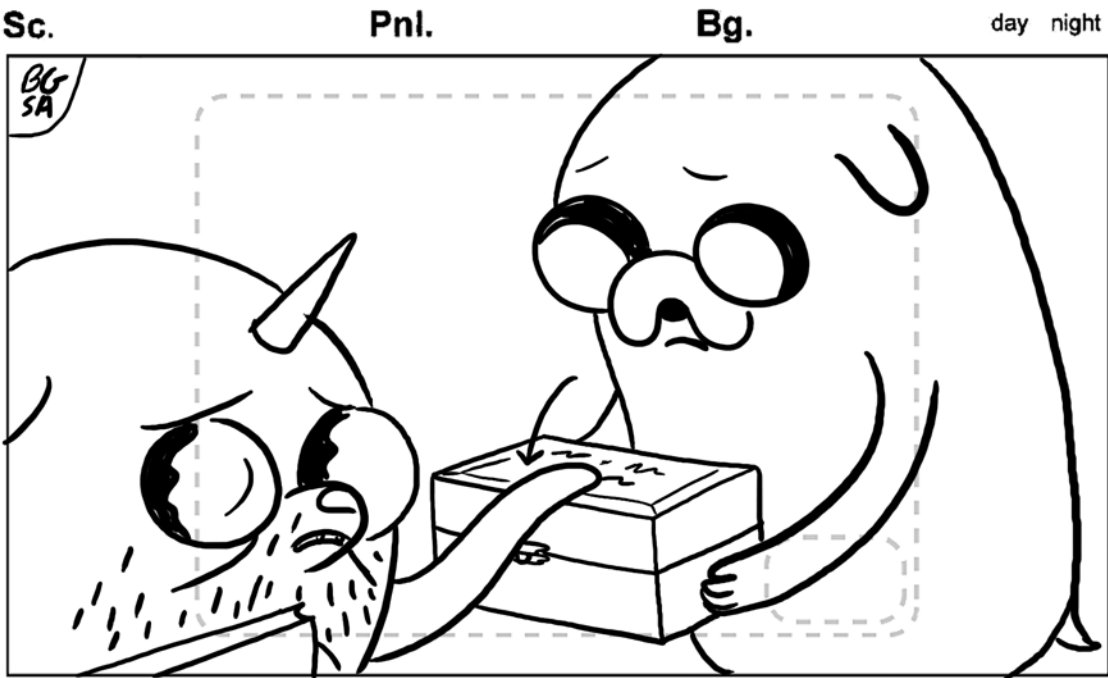
ADVENTURE TIME



Dialog:	SFX/MUSICBOX MUSIC		J/ YEAH... BP WOULD HAVE LOVED THIS	
Action:	-CATS CONTINUE TO MOVE ①②			
Timing:				

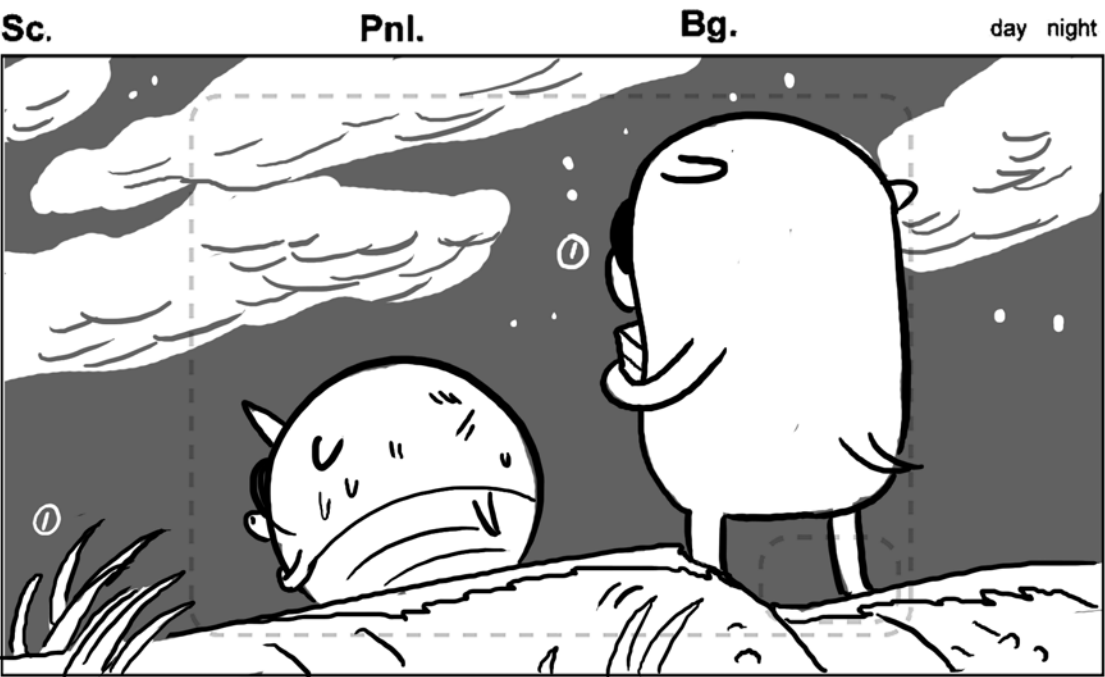
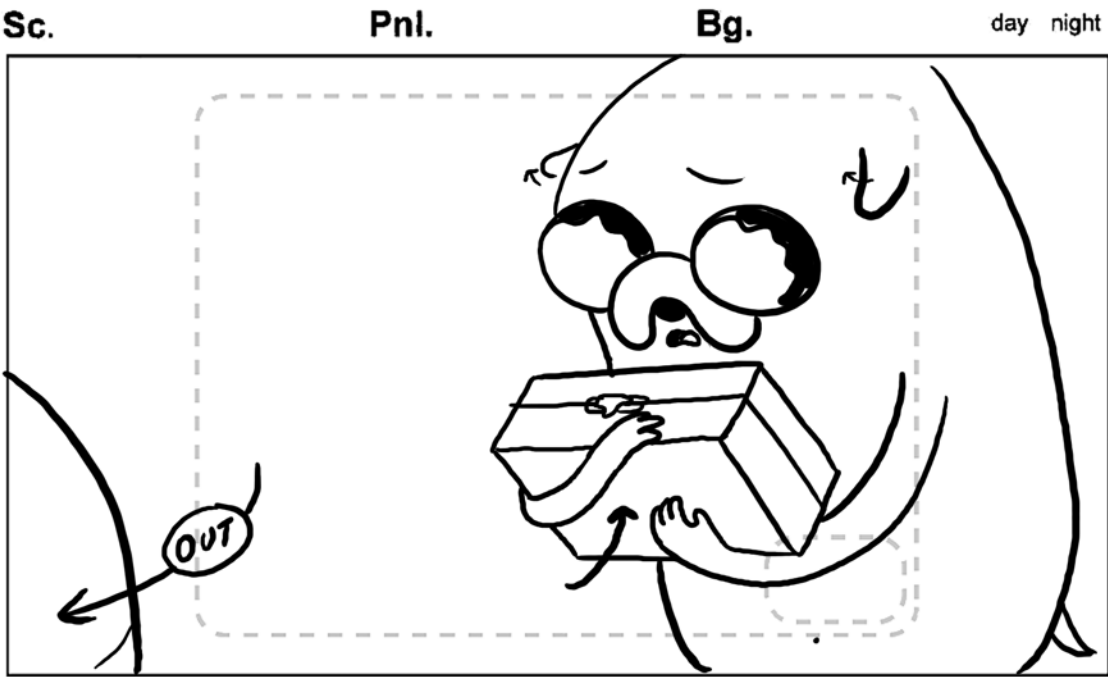
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ADVENTURE TIME



Dialog:
SFX/ MUSIC STOPS
Action:
TV CLOSES BOX
Timing:

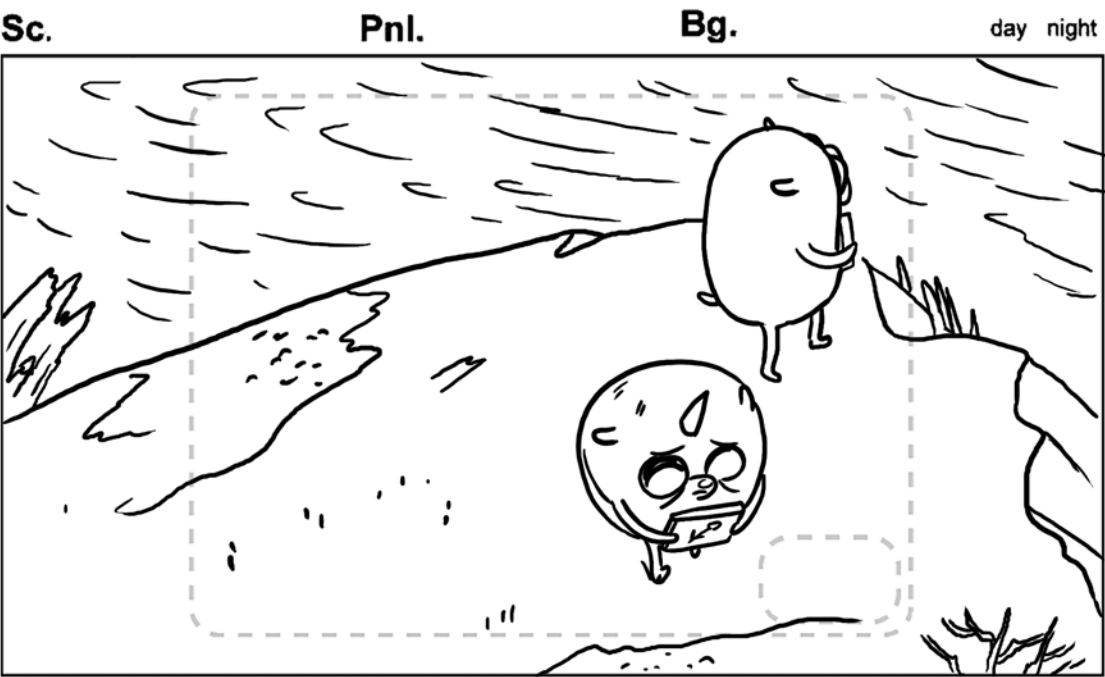
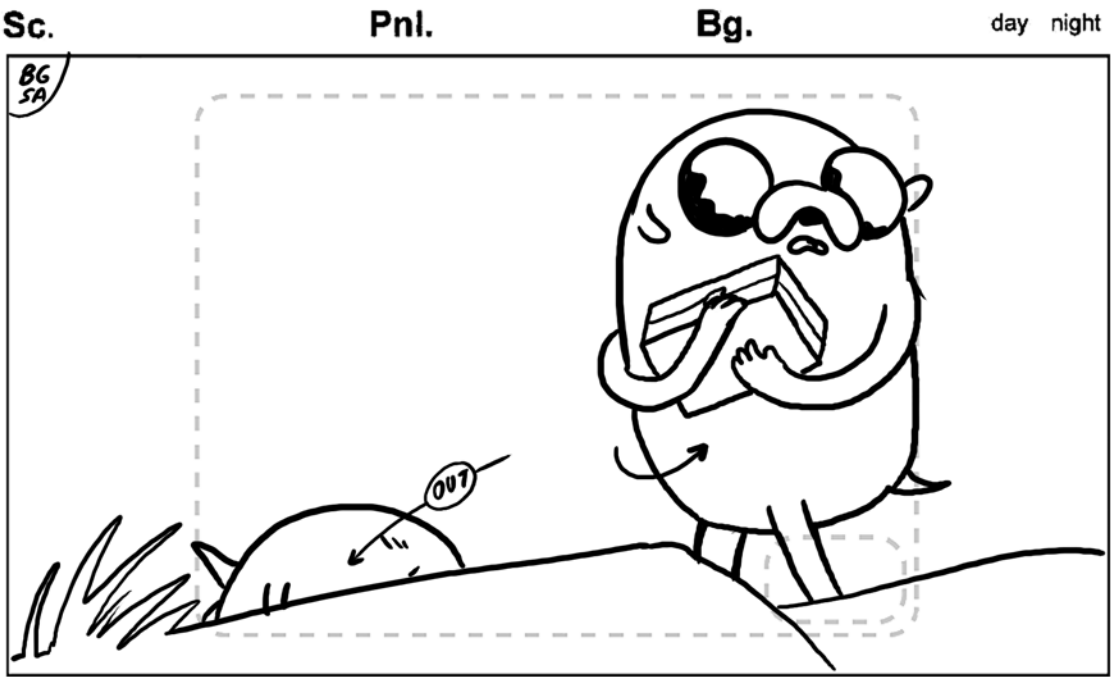
ADVENTURE TIME



Dialog:	J / JUSTIN DIDN'T EVEN COME BACK FOR IT...	
Action:	J HUGS BOX - EYES WIGGLE - WIND PICKS UP, EARS FLUTTER	GRASSES + EARS FLUTTER
Timing:		

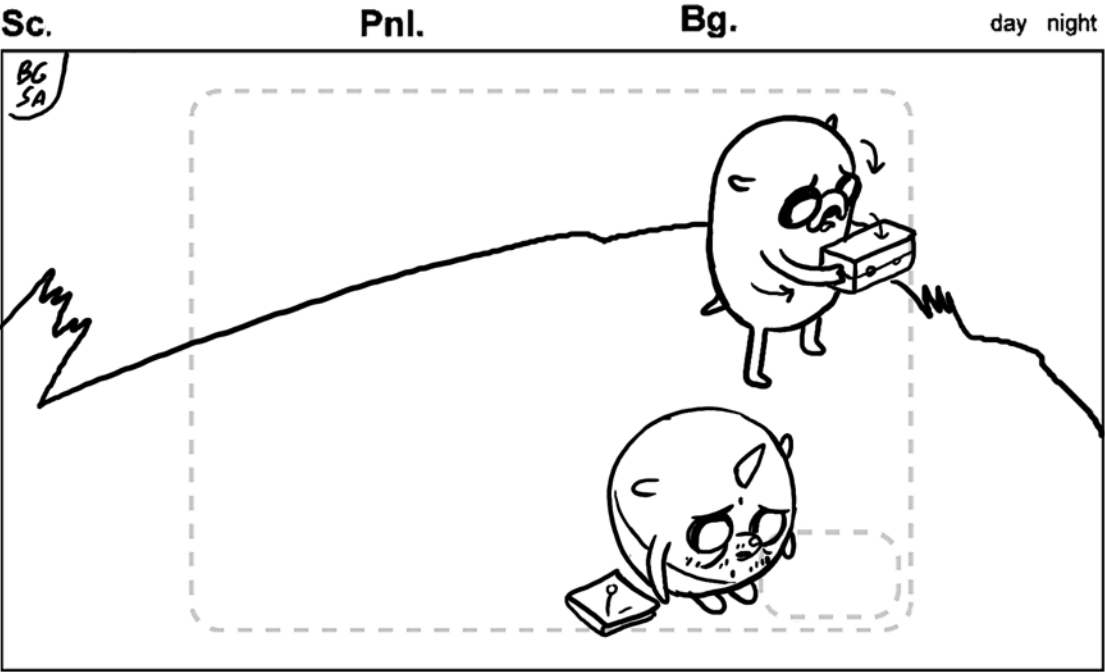
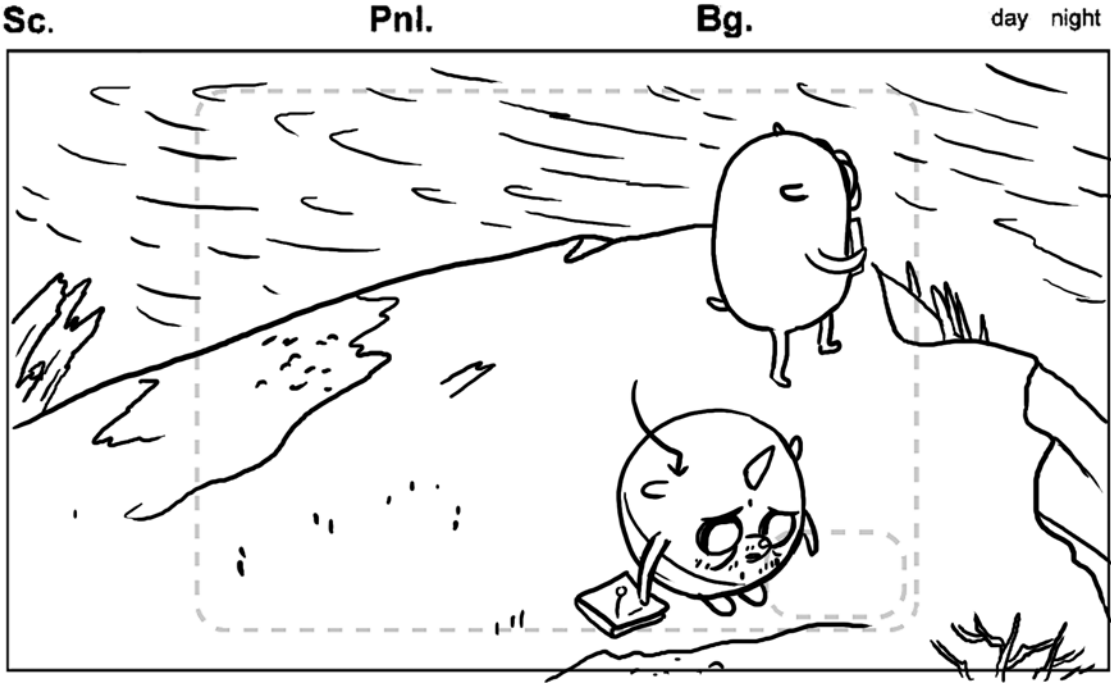
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ADVENTURE TIME



Dialog:	J/ MAYBE HE THINKS SHE'LL COME BACK FOR IT ONE DAY	
Action:	J TURNS	- TV WALKING AWAY - GUSTY WIND
Timing:		

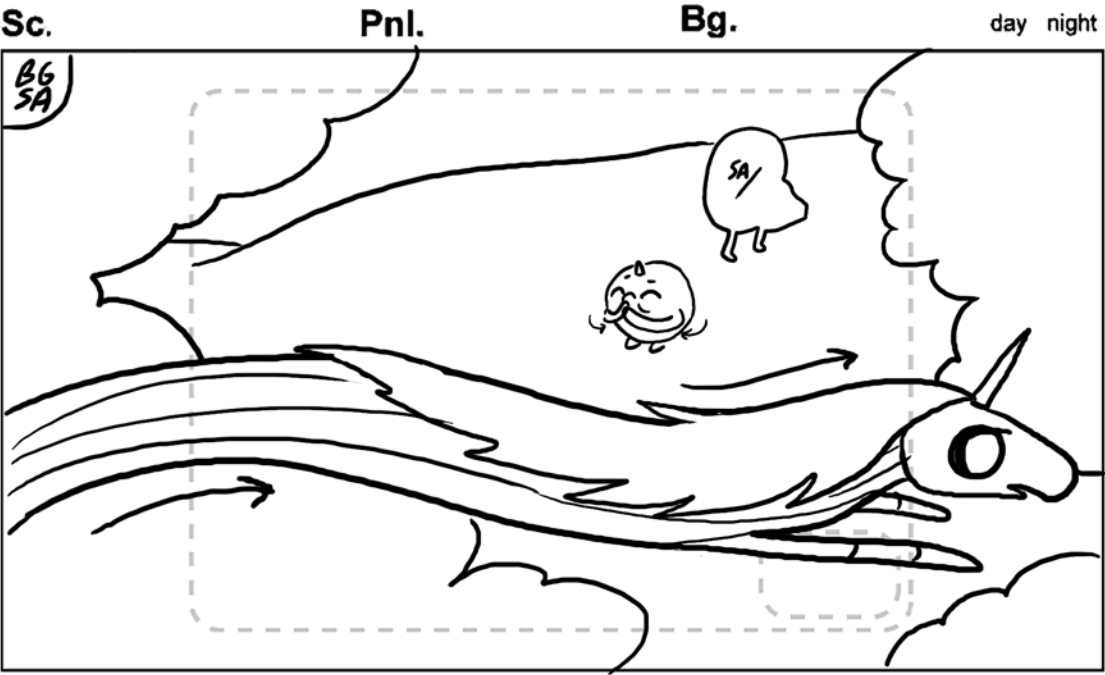
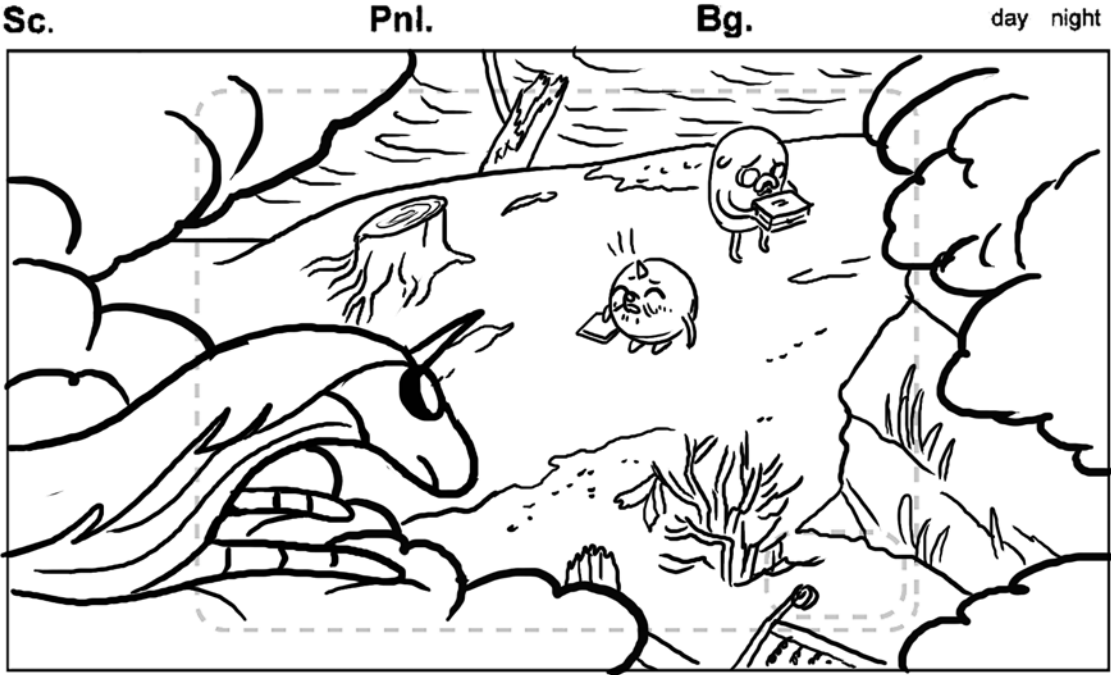
ADVENTURE TIME



Dialog:	TV/ WE'VE GOT TO FIND HER!	J/ SHE NEVER KNEW HOW MUCH SHE MEANT TO HIM... TO ALL OF US...
Action:	TV DROPS TO KNEES	J REALIGNS BODY, HOLDS OUT BOX ② -TV THROWS HEAD UP
Timing:		

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ADVENTURE TIME



Dialog:	TV + J / SOBBING → L / <OH, FOR PETE'S SAKE>	
Action:	VIEW FROM ABOVE CLOUDS, LADY HAS BEEN WATCHING	- L FLIES ACROSS SCENE - TV COVERS MOUTH/NOSE
Timing:		

ADVENTURE TIME



Sc. Pnl. Bg. day night

BG
SA

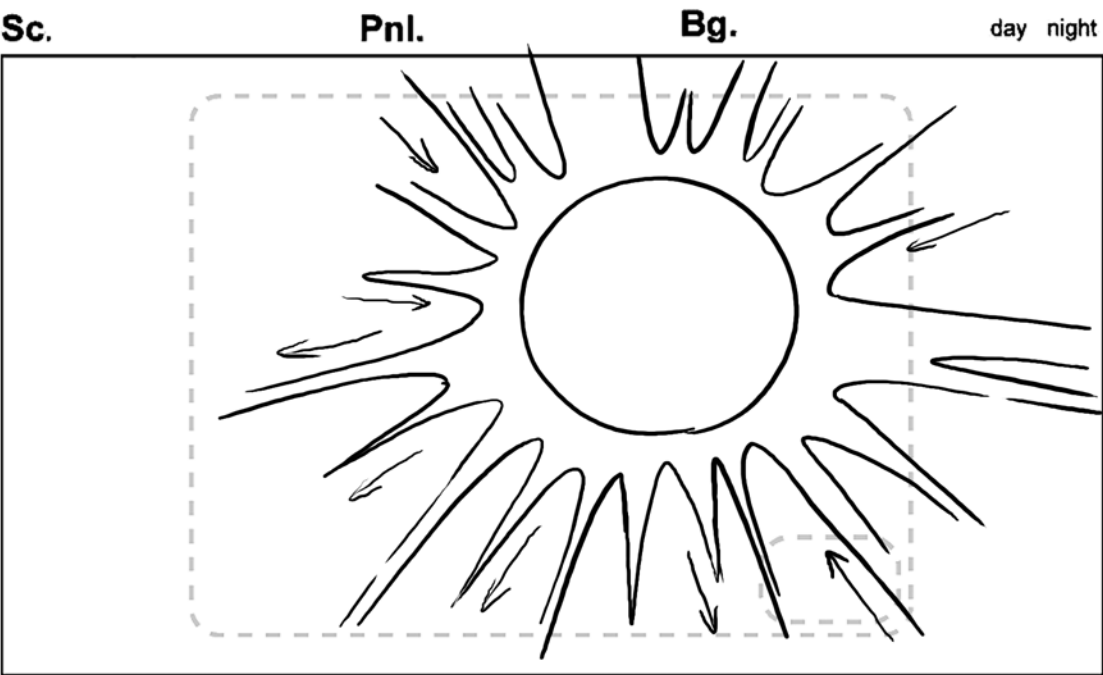
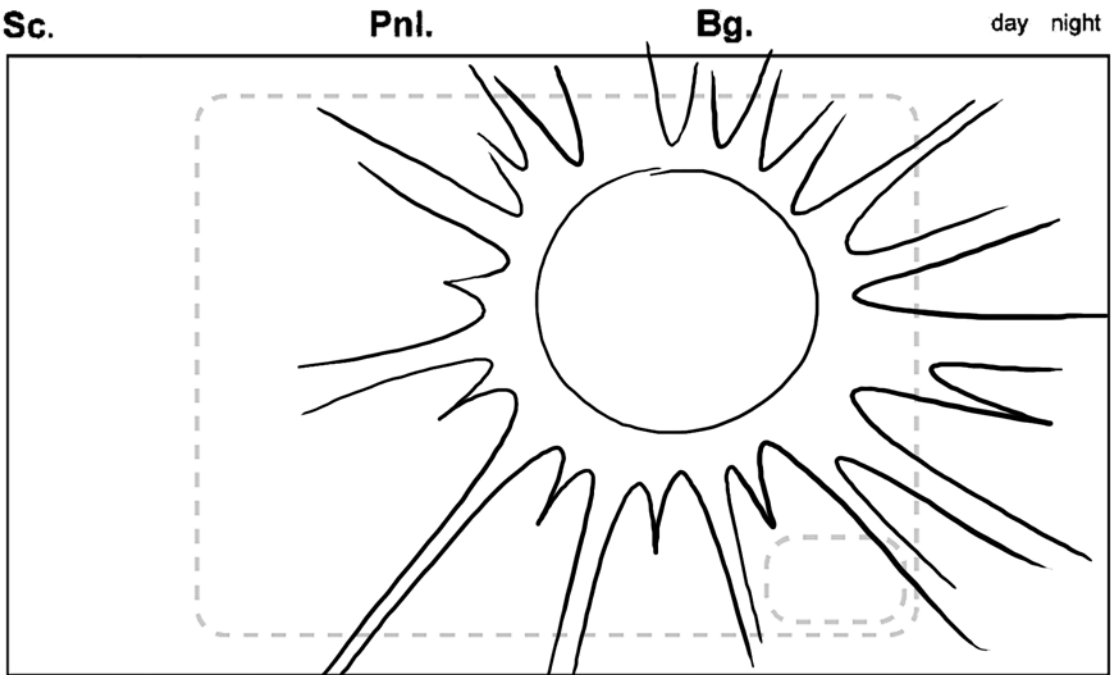
OUT

Sc. Pnl. Bg. day night

WIPE

Dialog:	TV + J / SOBBING
Action:	LADY OUT
Timing:	

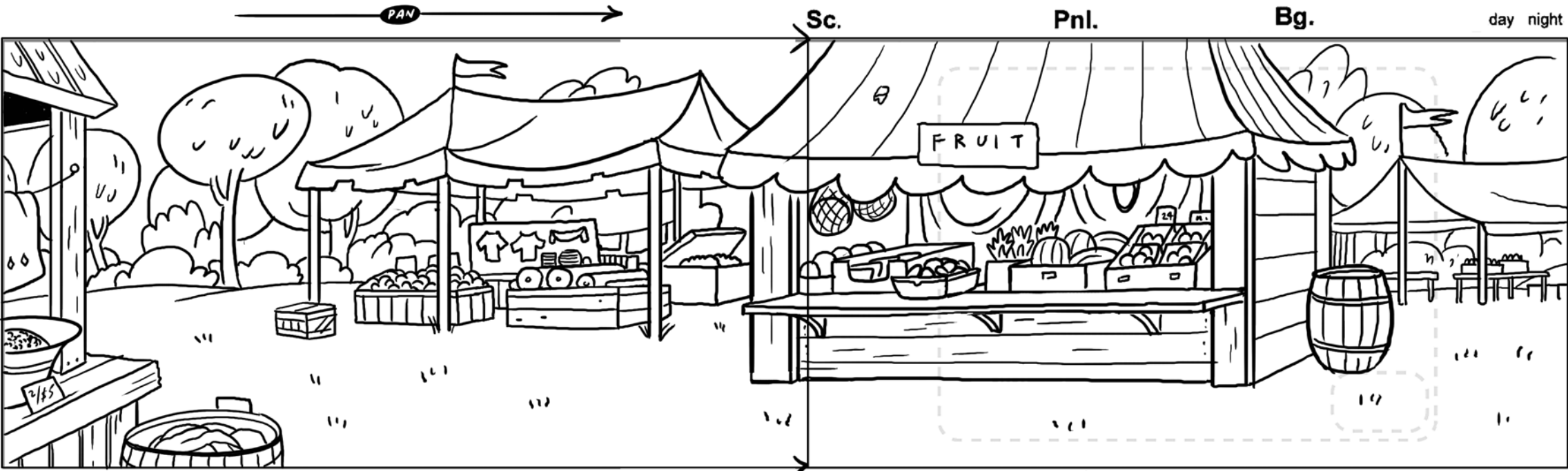
ADVENTURE TIME



Dialog:	SFX / NICE DAY SOUNDS
Action:	SUN FLARES
Timing:	

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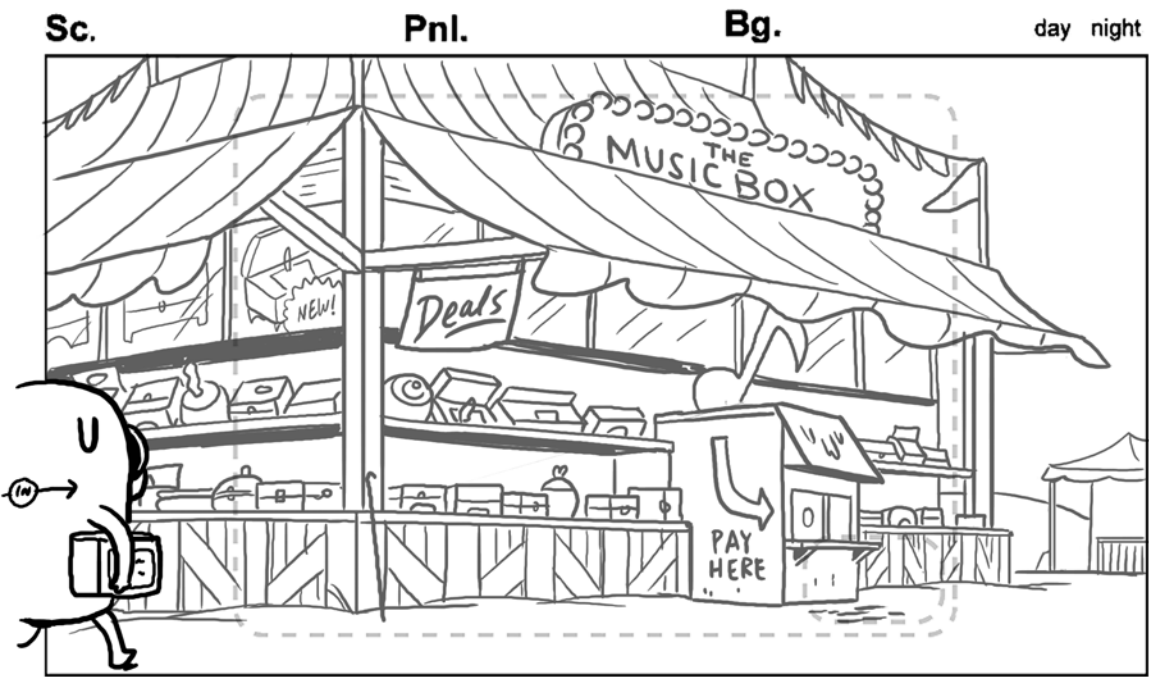
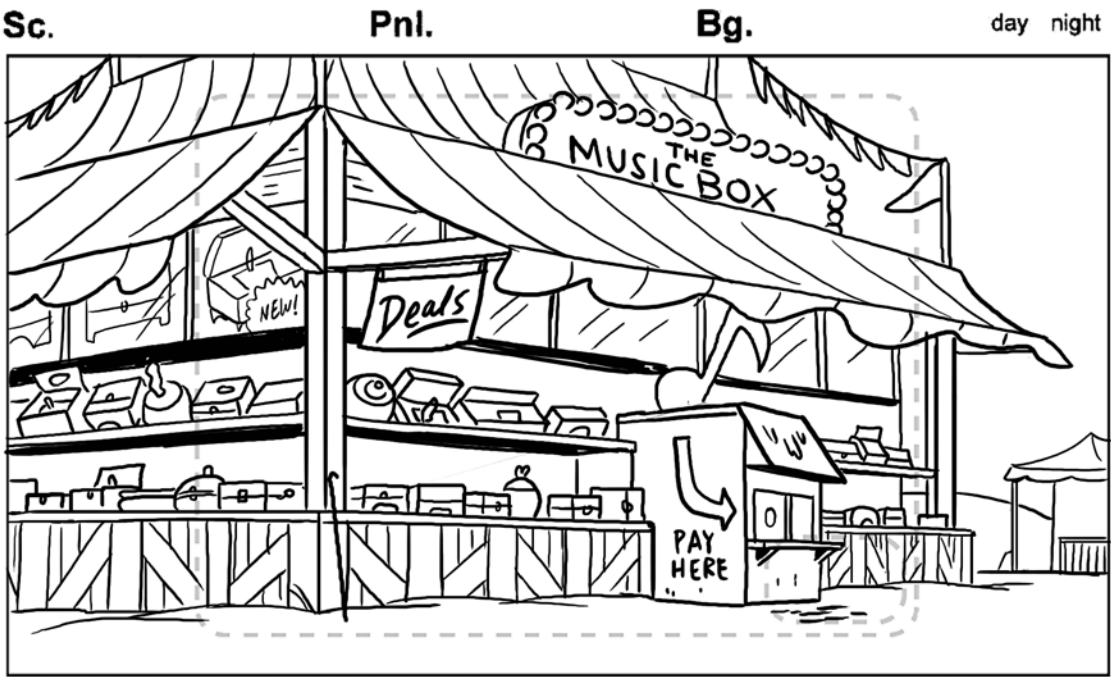
ADVENTURE TIME



<p>Dialog:</p> <p>① - J/ I BET I KNOW WHERE THIS MUSICBOX IS FROM</p> <p>② - J/ MAYBE THEY CAN GIVE US A CLUE</p> <p><BEAT></p> <p>③ - TV/ IS THAT IT?</p>	<p>OVERLAY:</p>
<p>Action:</p> <p>TV+ JAKE WALK THRU BAZAAR</p>	
<p>Timing:</p>	

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ADVENTURE TIME

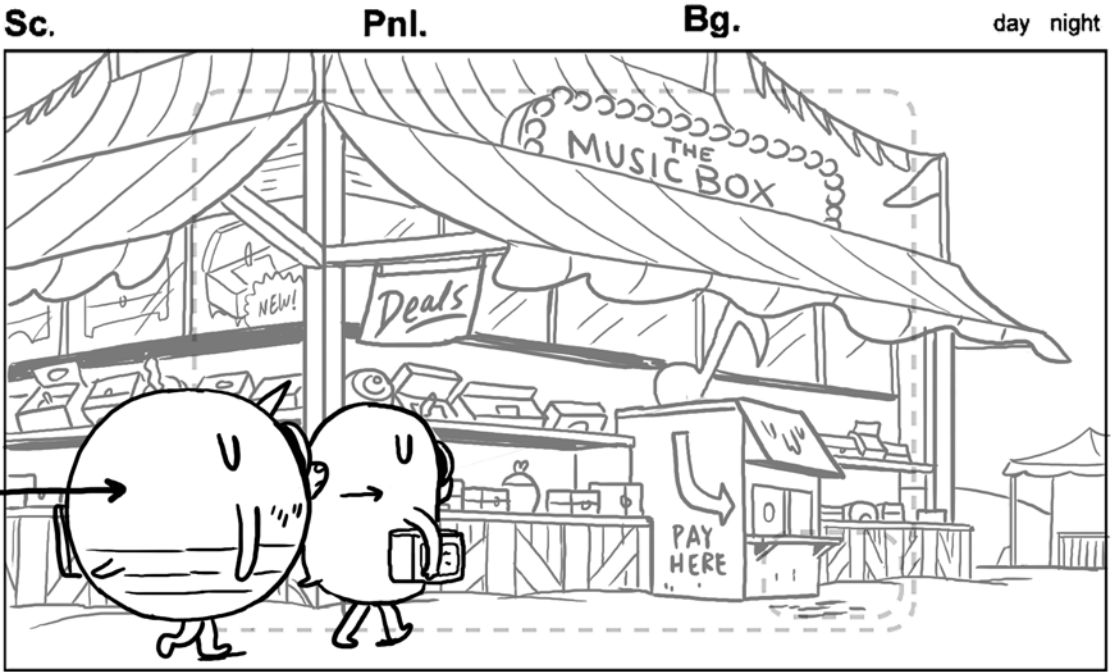
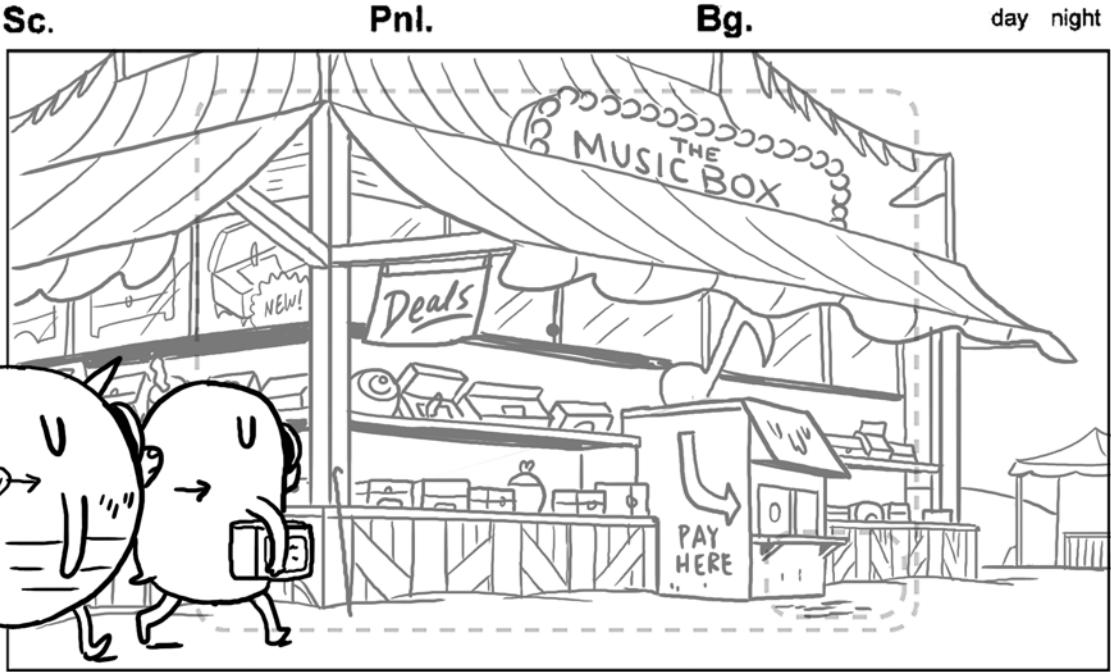


Dialog:
Action:
Timing:

J ENTERS

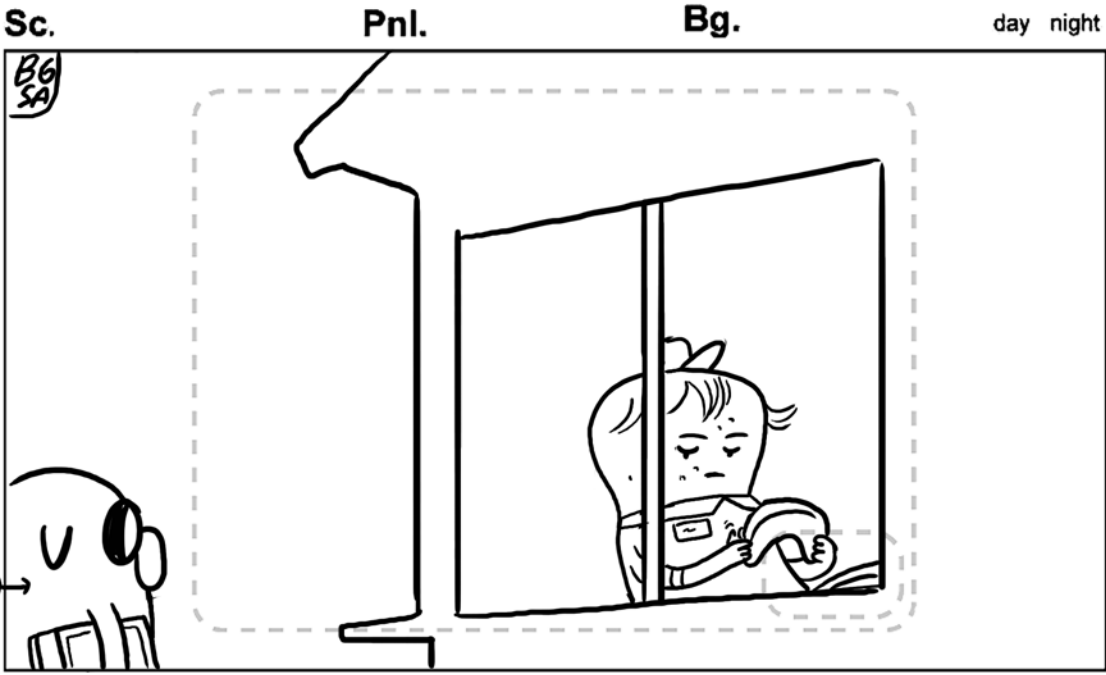
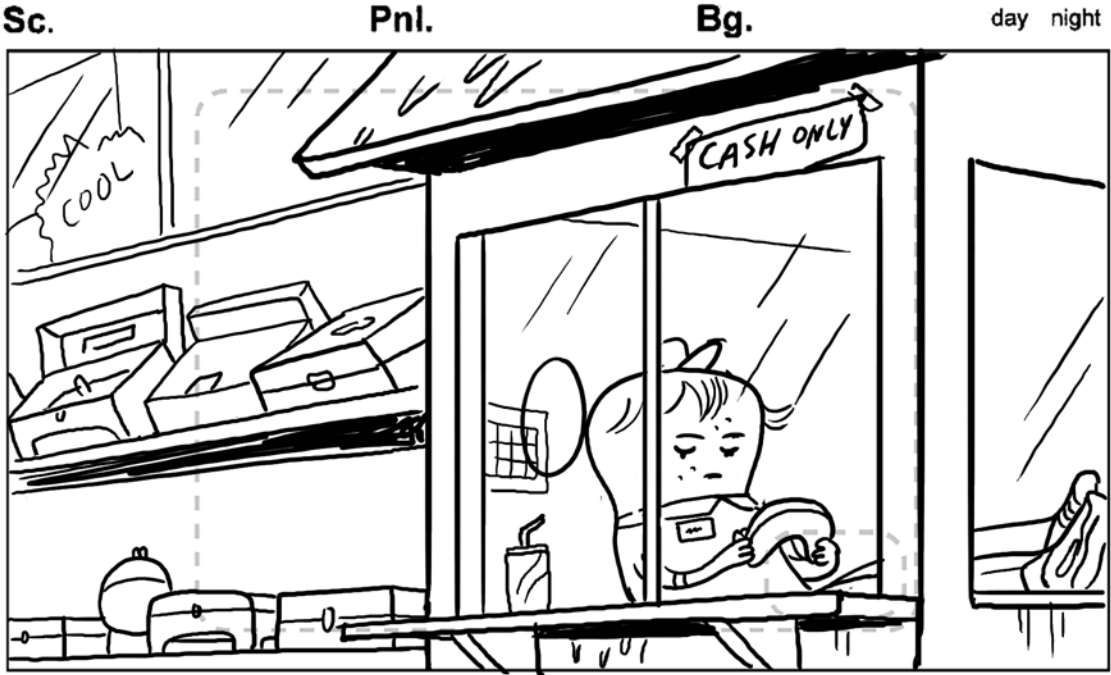
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ADVENTURE TIME



Dialog:	J/ YEP
Action:	WALKING TO 'THE MUSIC BOX'
Timing:	

ADVENTURE TIME



Dialog:

SFX / SOFT VIDEOGAME SOUNDS, BUTTONS →

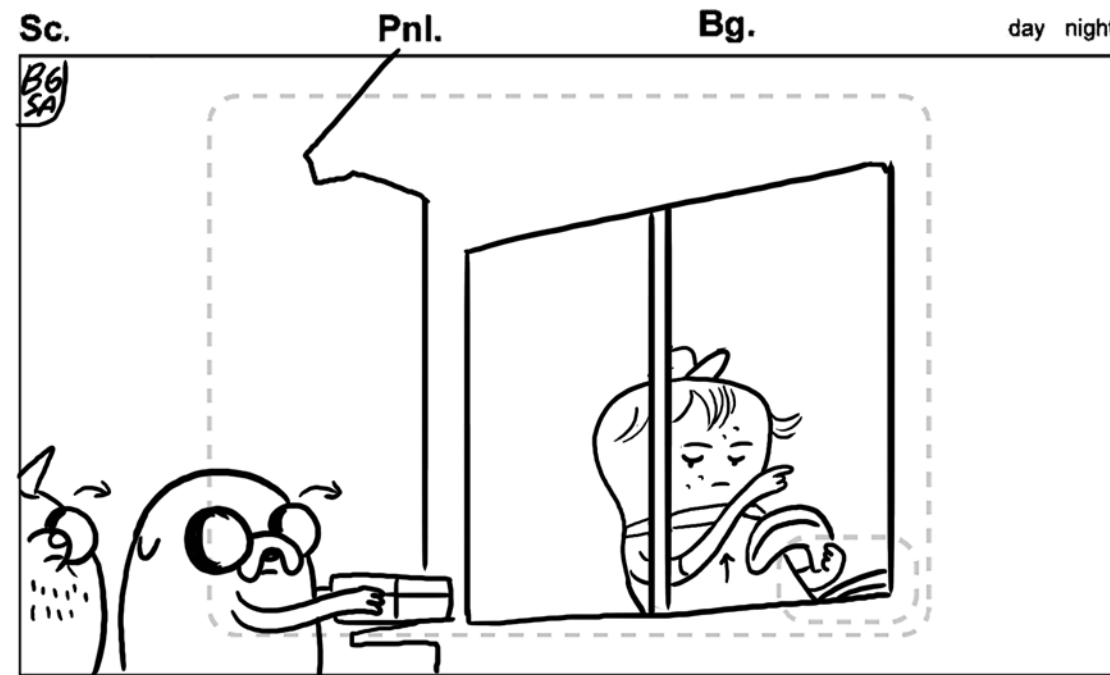
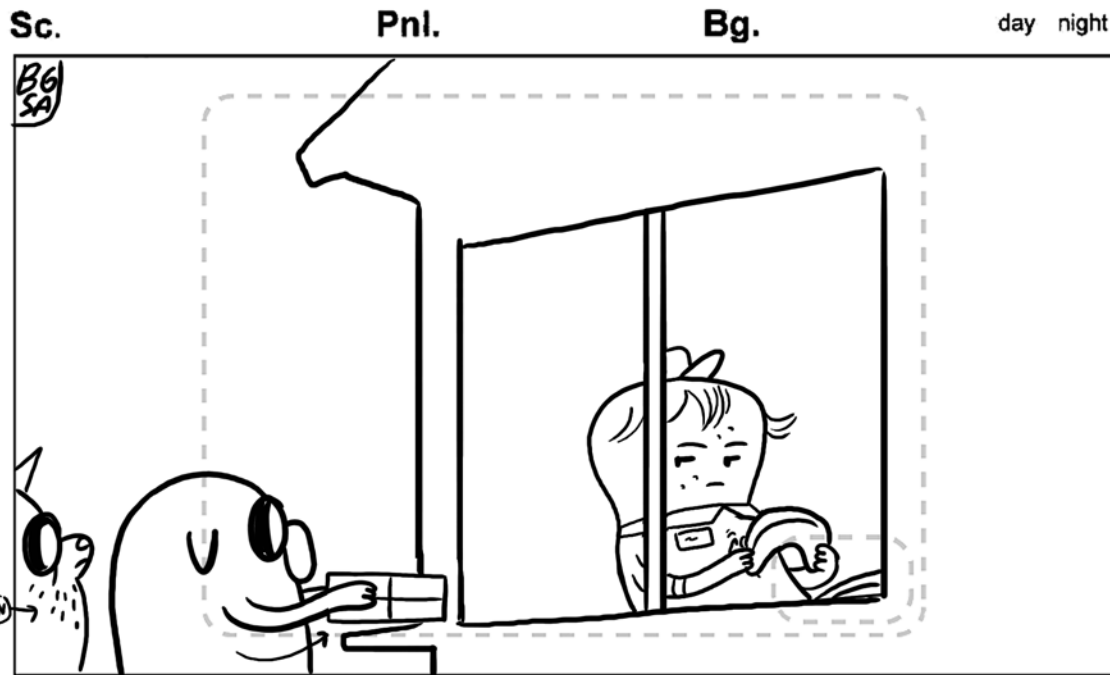
Action:

- GRASS-TEEN PLAYING HANDHELD
- 'BEST BUY' -TYPE UNIFORM

Timing:

JAKE IN

ADVENTURE TIME



Dialog:

J/HEY, IS THIS ONE OF YOURS?

SFX / SOFT VIDEOGAME SOUNDS ————— BUTTONS —————>

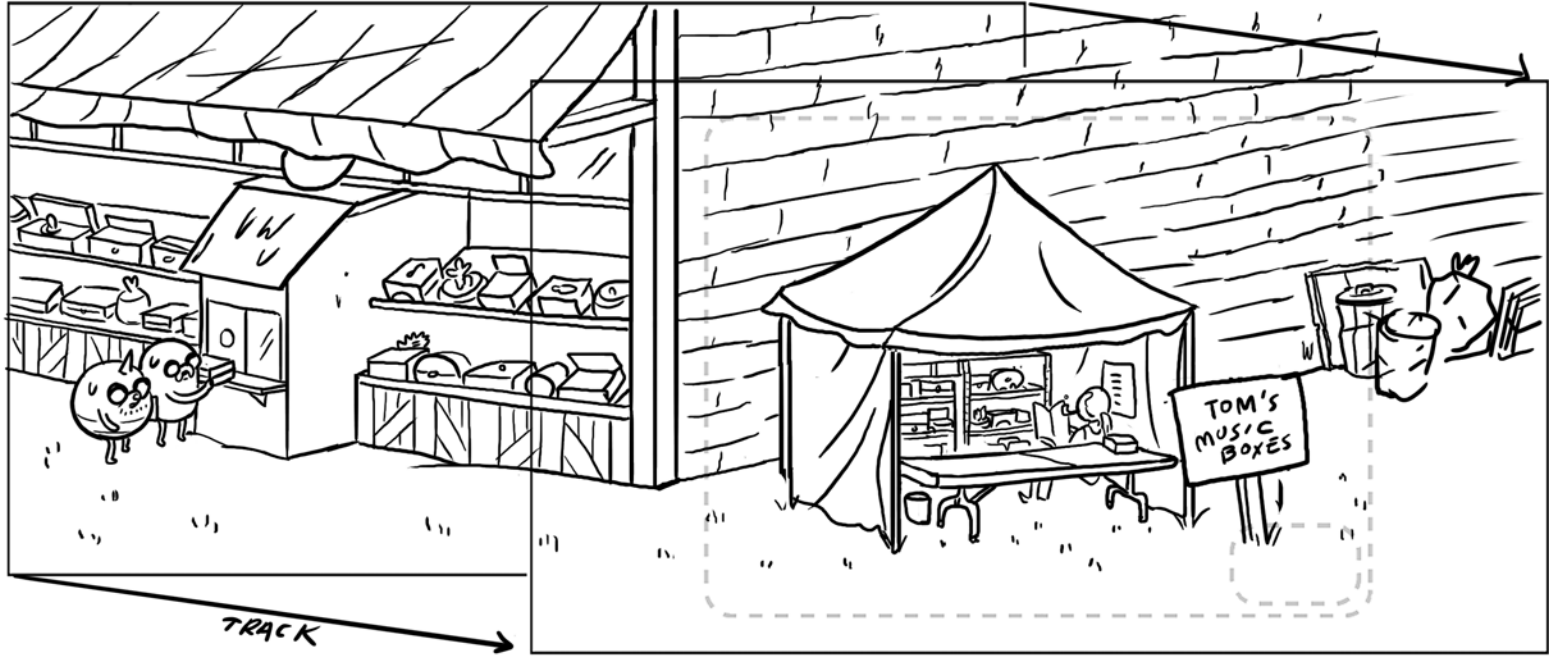
Action:

- J HOLDS UP BOX
- GRASS-TEEN'S EYES GLANCE AT BOX
- GRASS-TEEN LOOKS BACK AT GAME
- TEEN POINTS NEXT DOOR, TV + J LOOK

Timing:

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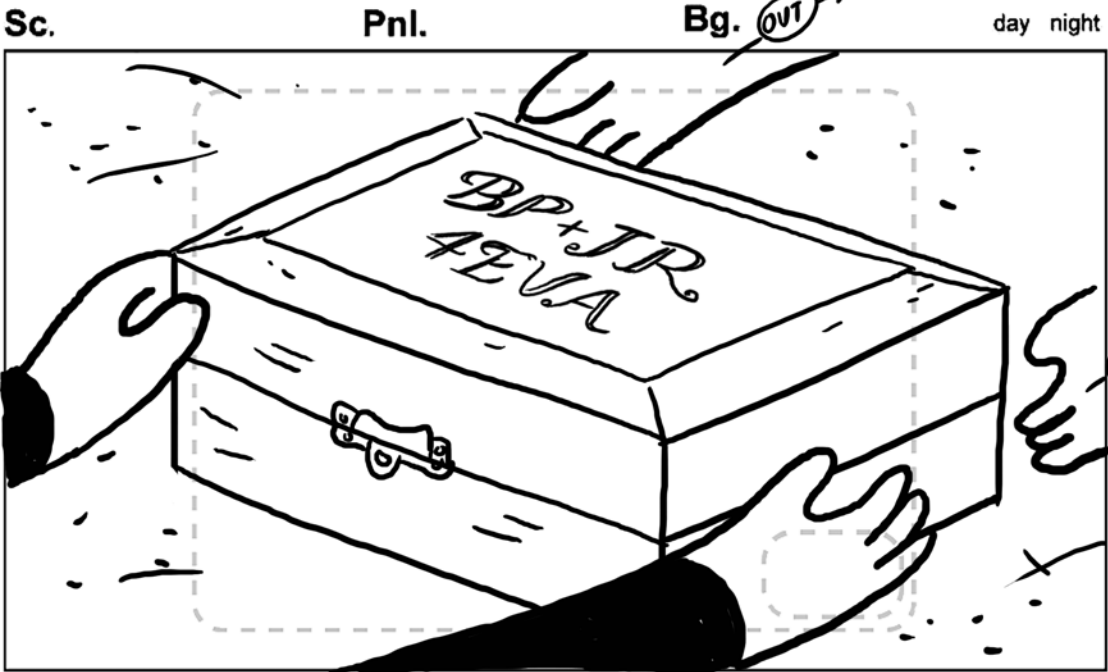
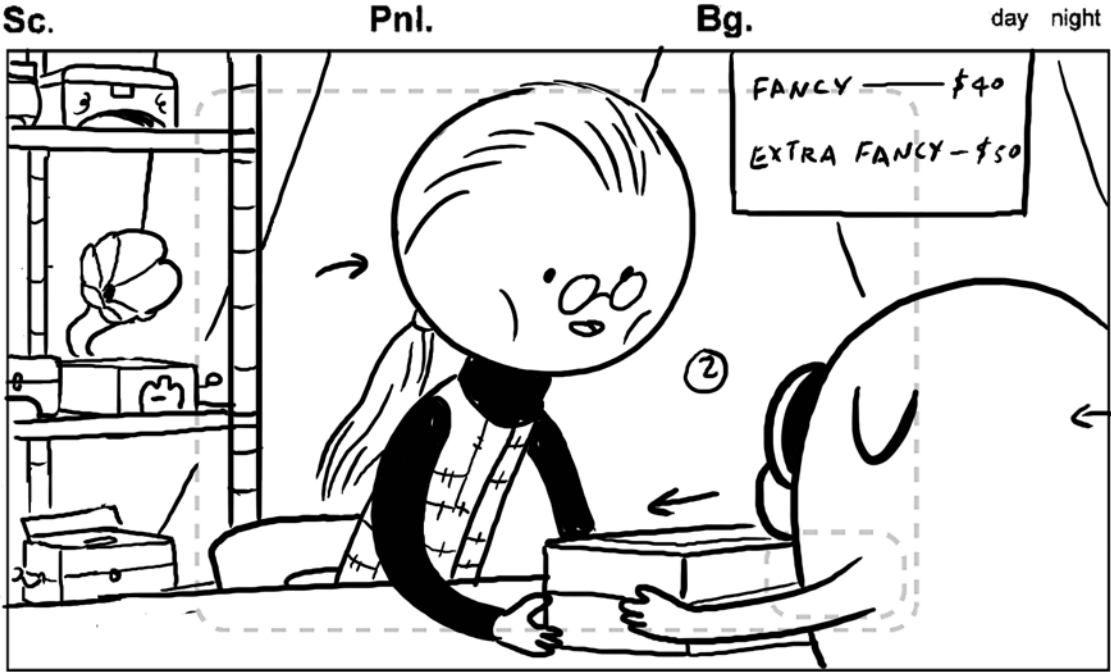
ADVENTURE TIME



Dialog:	TV/ OH.
Action:	TRACK OVER TO TOM'S TENT
Timing:	

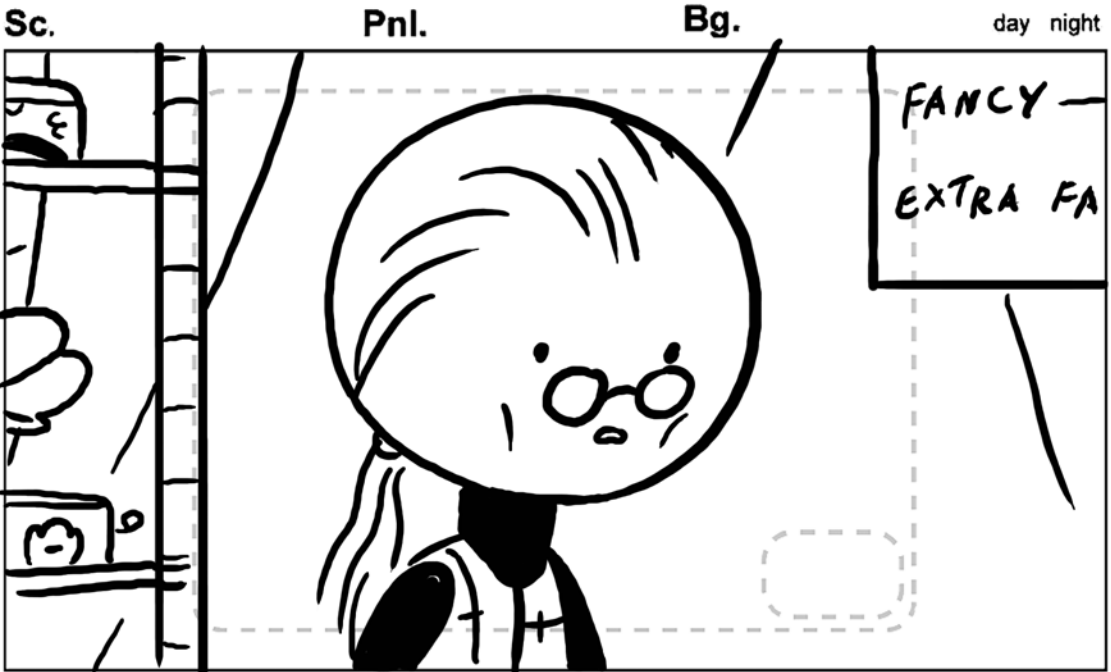
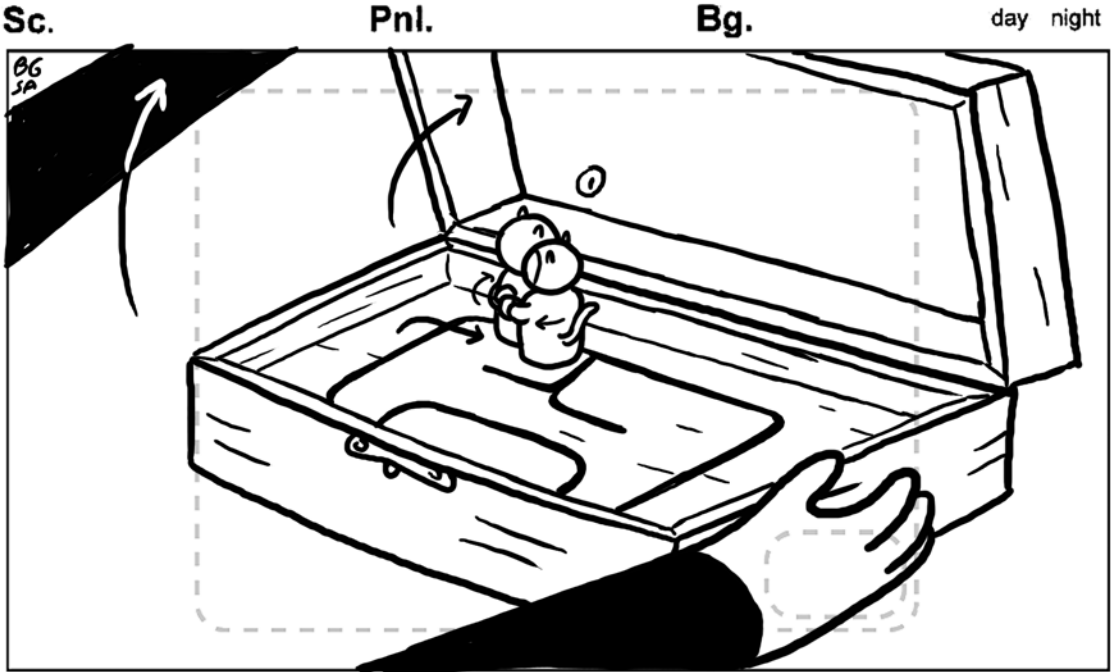
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ADVENTURE TIME



<p>Dialog:</p> <p>② - TOM / OH YES, THIS IS ONE OF MINE!</p>		
<p>Action:</p> <p>② - J PASSES BOX TO TOM (TOM = GRASS PERSON)</p>		
<p>Timing:</p>		

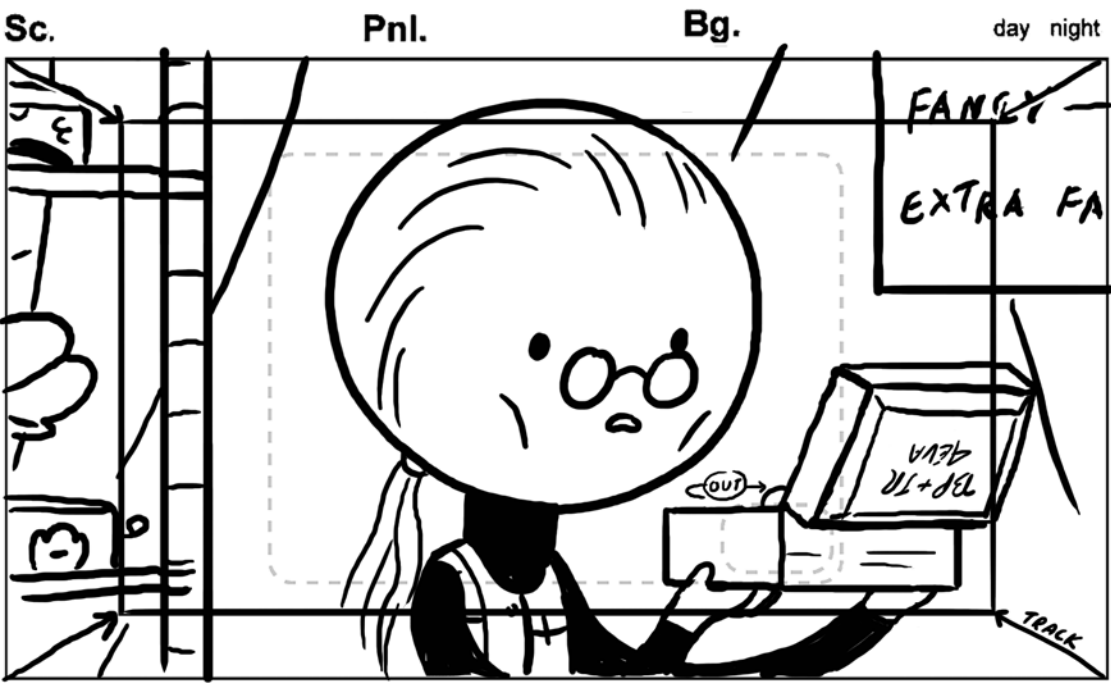
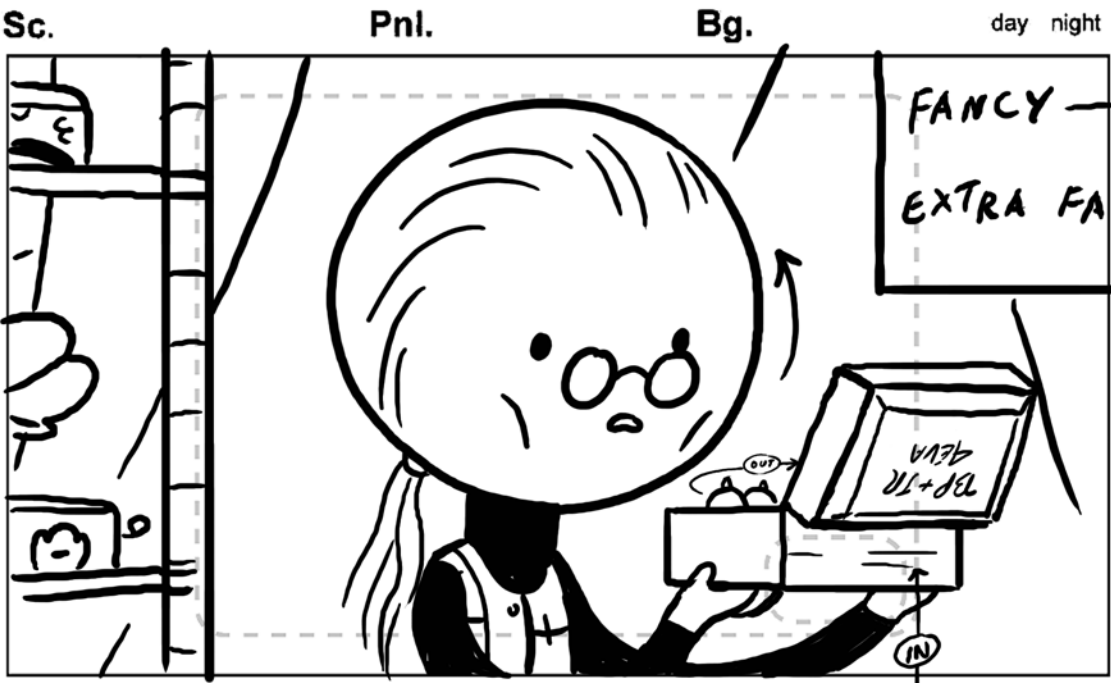
ADVENTURE TIME



Dialog:	<i>SFX/MUSIC STARTS</i> <i>TV(OS)/DO YOU REMEMBER WHO BOUGHT IT?</i>	
Action:	<i>- T OPENS BOX</i> <i>- CATS START MOVING</i> <i>ENDS CYCLE (?) ①②③</i>	
Timing:		

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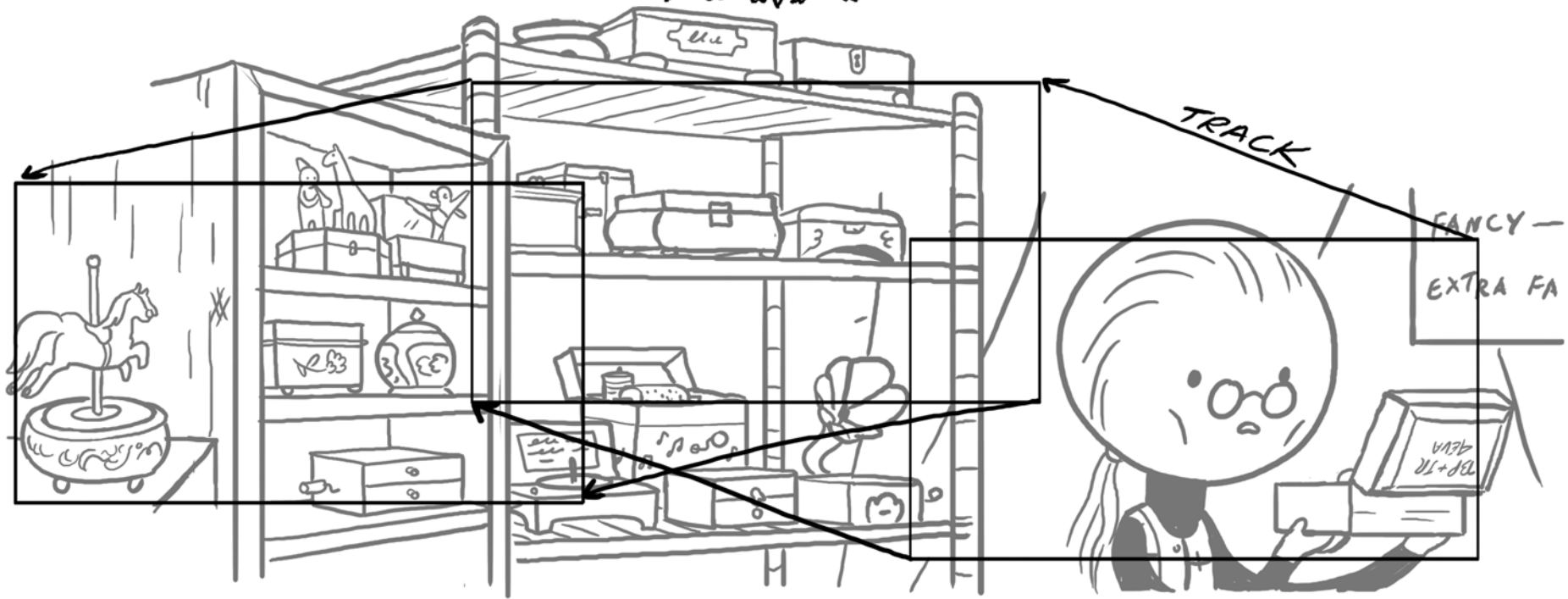
ADVENTURE TIME



Dialog:	T/ OH GOODNESS, IT FEELS LIKE A LIFETIME AGO	I MUST HAVE MADE HUNDREDS OF BOXES SINCE THEN
Action:	- T LIFTS UP BOX - WE SEE TOPS OF CATS MOVING	GENTLE ZOOM IN ON TOM
Timing:		

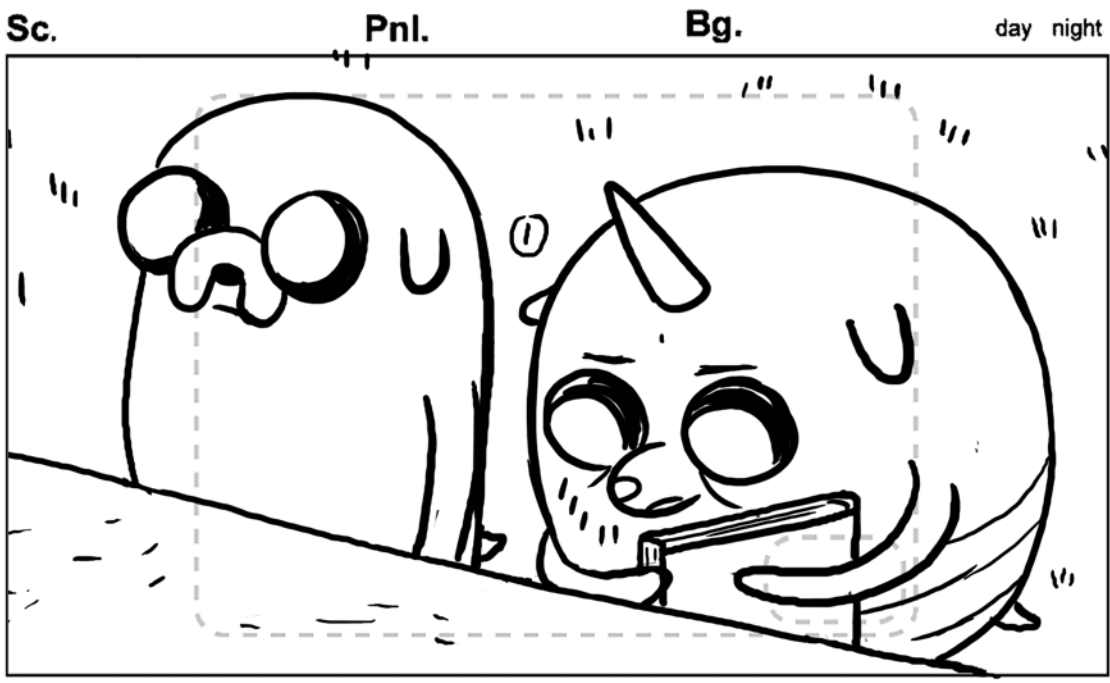
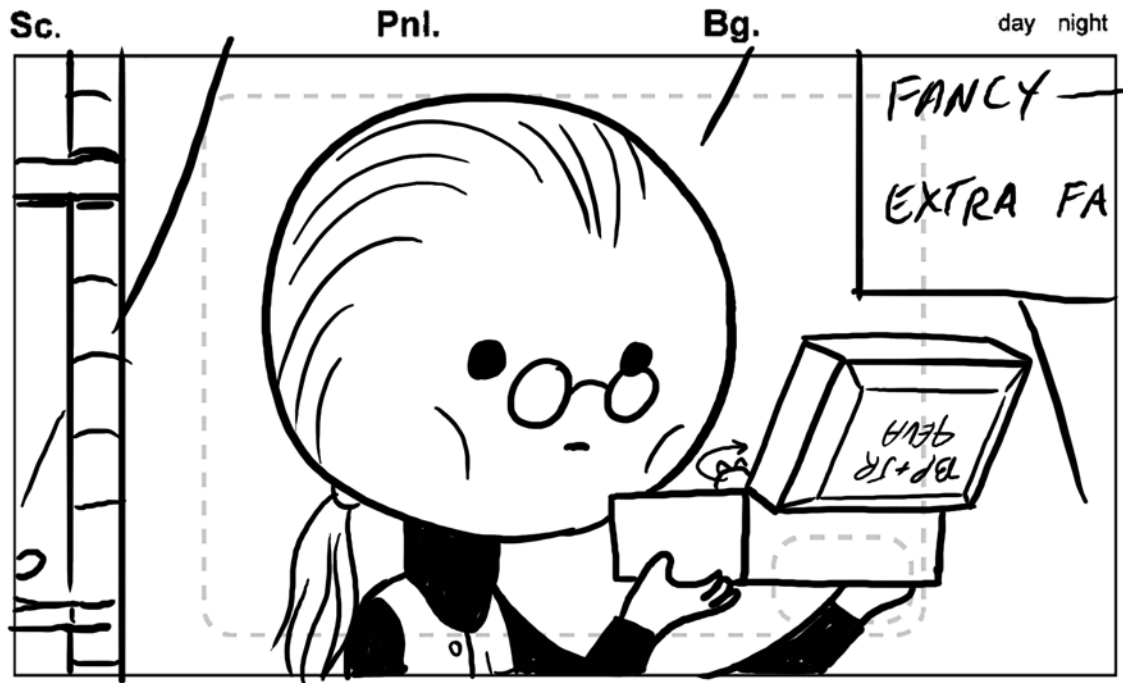
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ADVENTURE TIME



Dialog:	<p>EACH MARRYING SOUND AND MOTION TO TELL A UNIQUE STORY</p> <p>ALL WITH THE HIGHEST LEVEL OF CRAFTSMANSHIP, OF COURSE</p>
Action:	<p>CAMERA PANS SLOWLY OVER RACKS OF MUSIC BOXES</p>
Timing:	

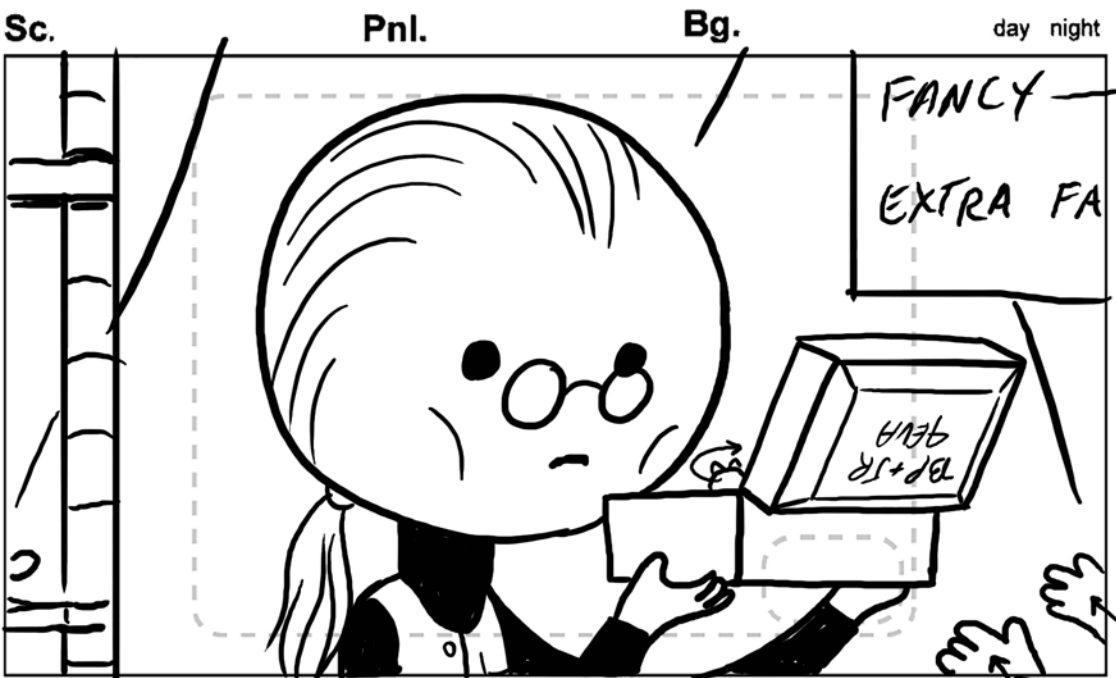
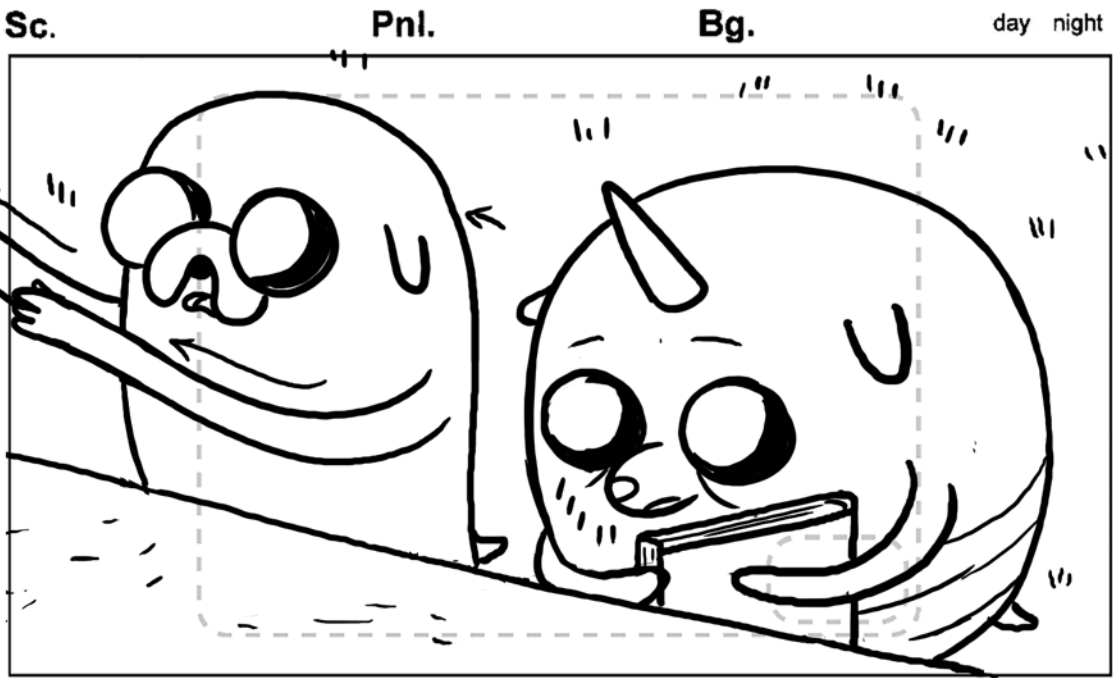
ADVENTURE TIME



Dialog:	SFX / MUSICBOX MUSIC →
Action:	<p><BEAT></p> <ul style="list-style-type: none">- TOM'S PUPILS DILATED- CAT HEADS MOVE <p><BEAT></p> <p>② TV LOOKS UP HALFWAY THRU BEAT</p>
Timing:	

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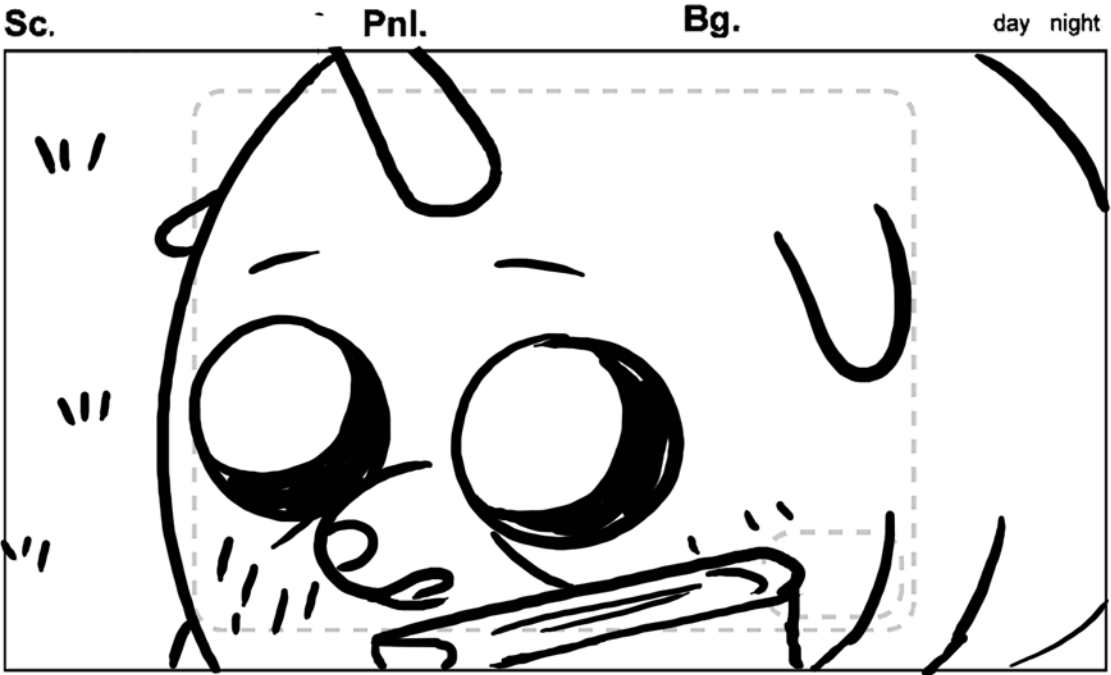
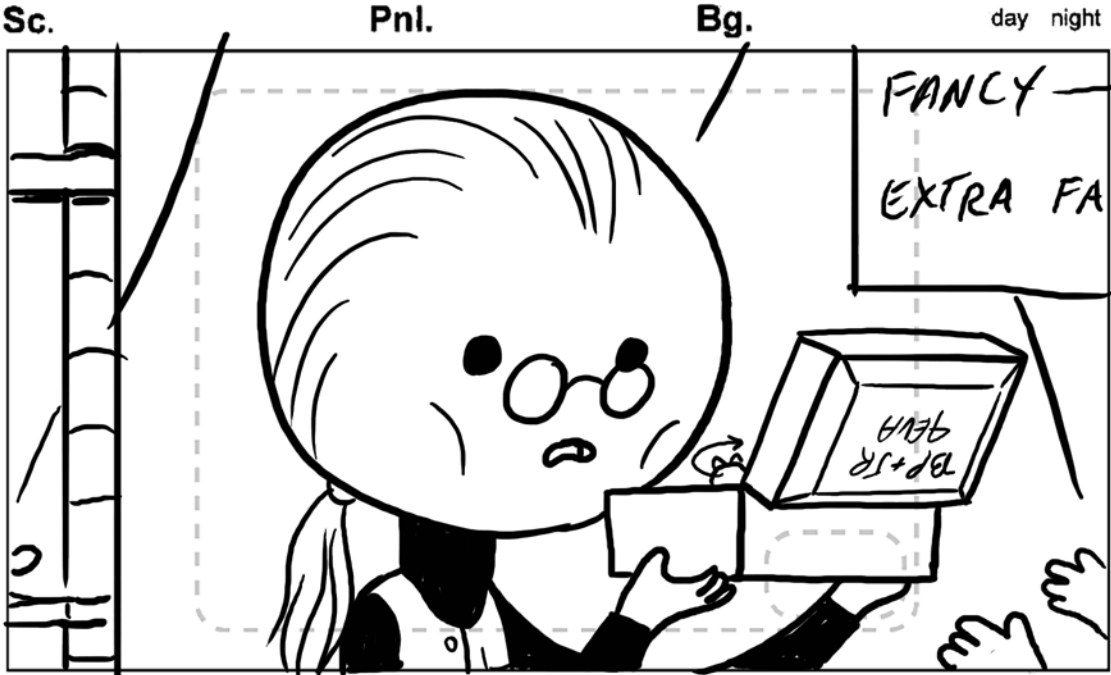
ADVENTURE TIME



Dialog:	J/OK. WELL, WE GOTTA GO	
Action:	J'S ARM STRETCH UP	JAKE'S HANDS ENTER
Timing:		

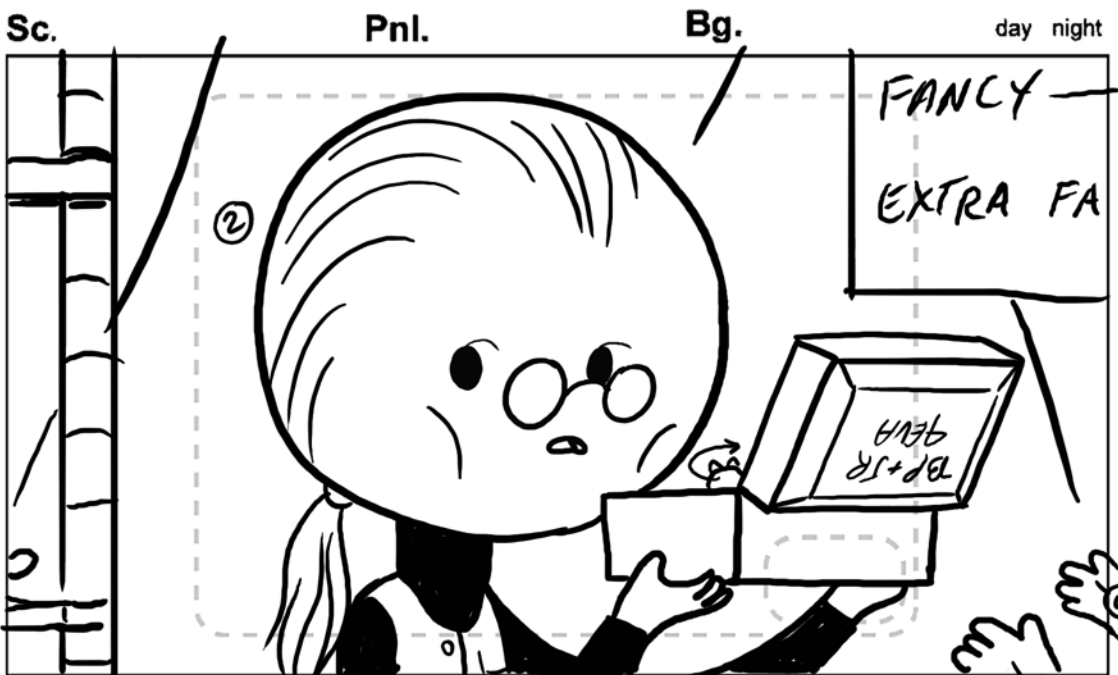
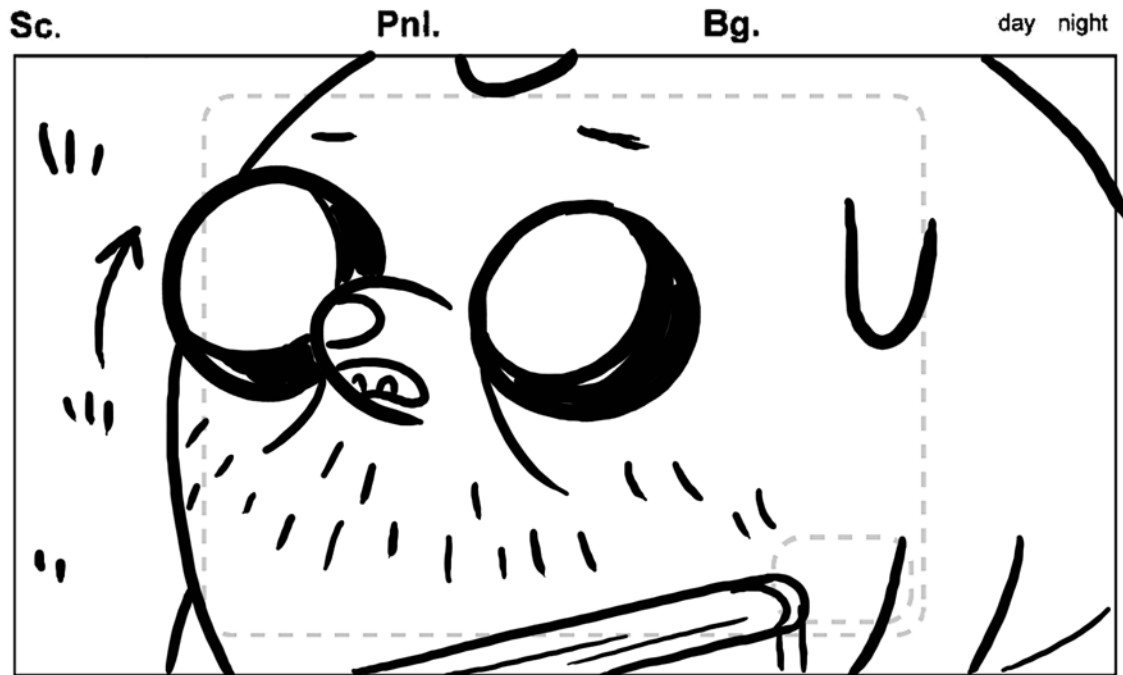
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ADVENTURE TIME

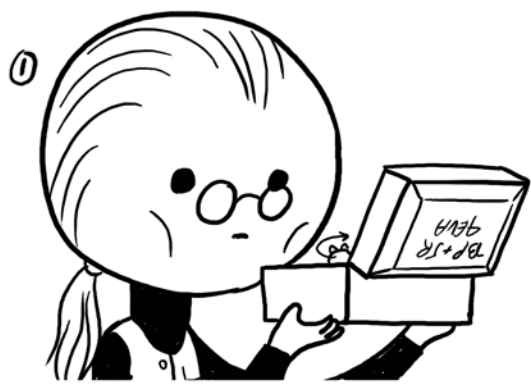


Dialog:	T/A... A YOUNG MAN BOUGHT THIS!
Action:	JAKE'S HANDS STOP AS TOM SPEAKS
Timing:	

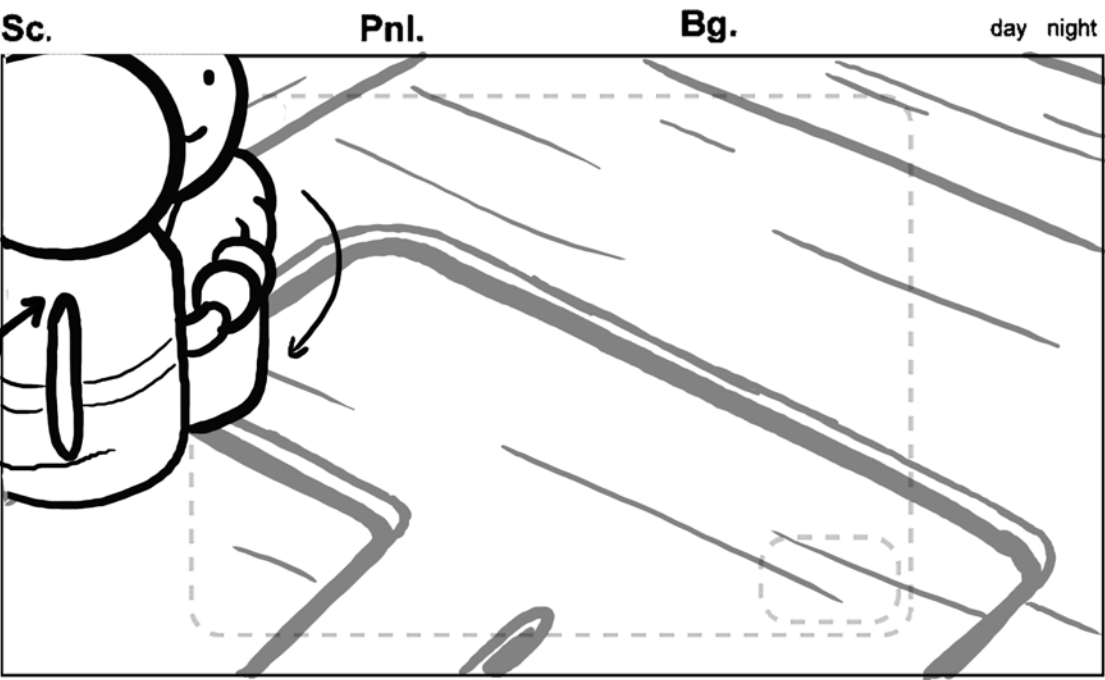
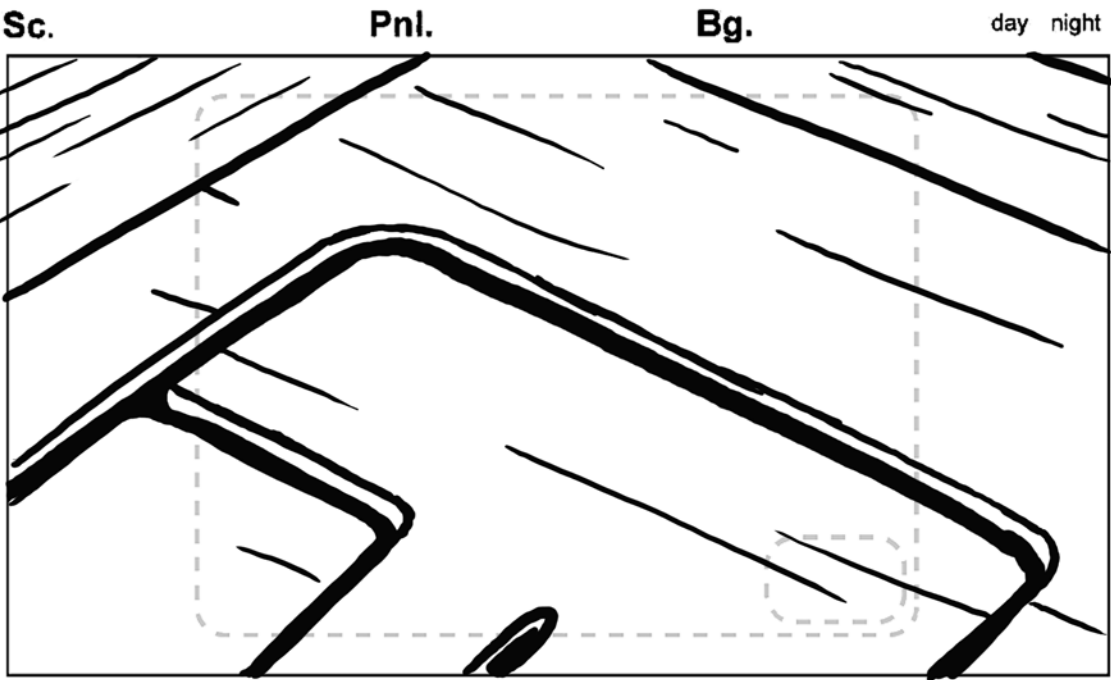
ADVENTURE TIME



Dialog:	TV/WAS HE HANDSOME?	T/VERY.
Action:	TV LOOKS UP, SHYLY HOPEFUL	-EYES SHIFTS DOWN TO TV -J'S HANDS OUT
Timing:		



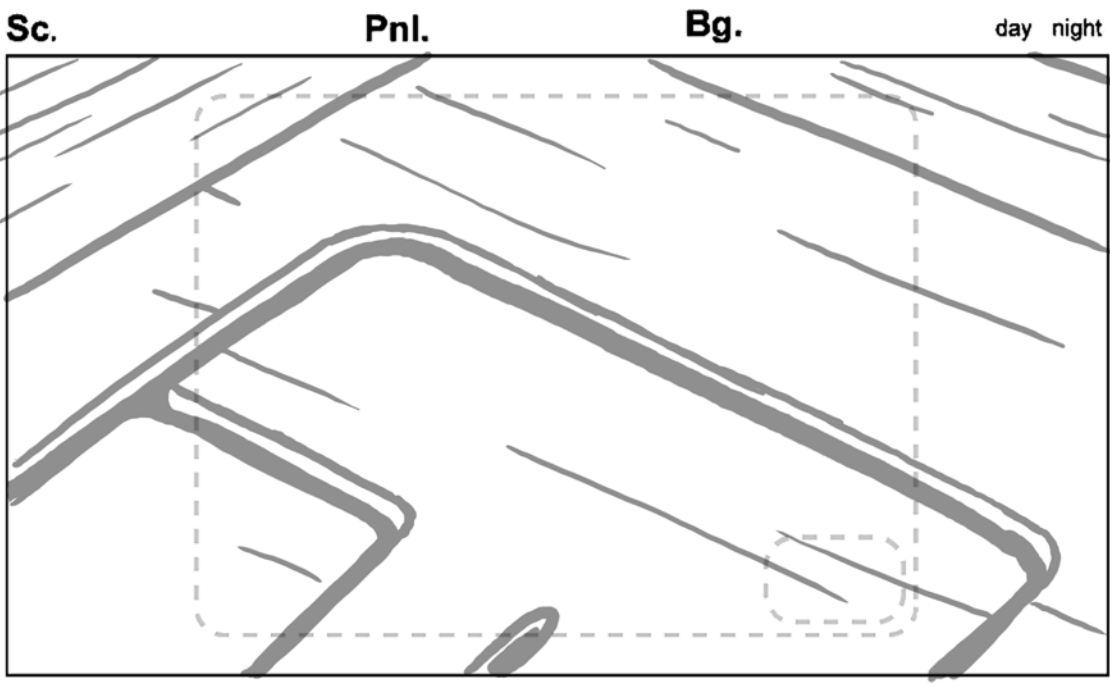
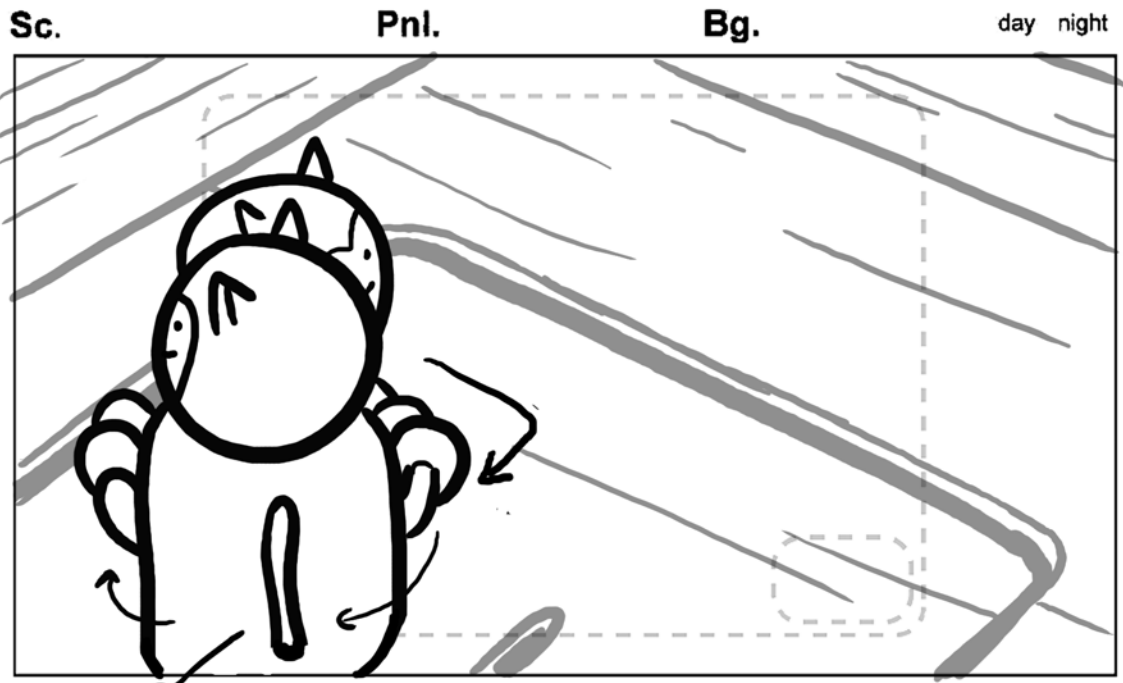
ADVENTURE TIME



Dialog:	T/ THIS BOX; _____→	
Action:	INSIDE OF BOX	CATS ENTER; ROTATING + MOVING ON TRACK
Timing:		

EPISODE # 1025 - 190
Production :

ADVENTURE TIME



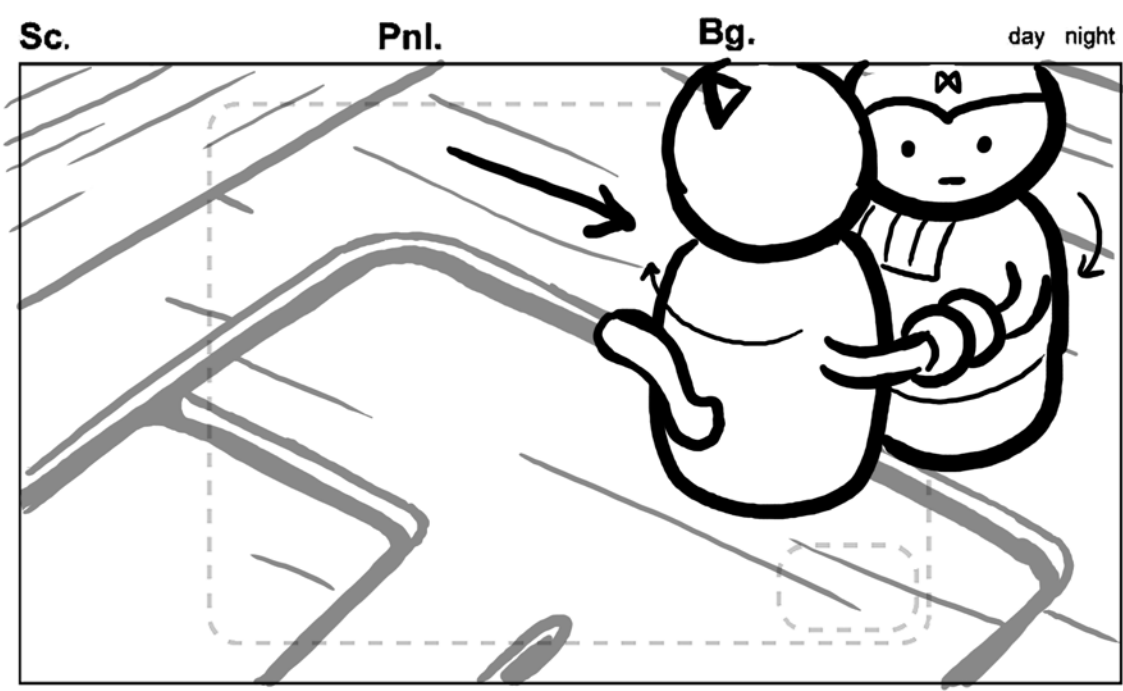
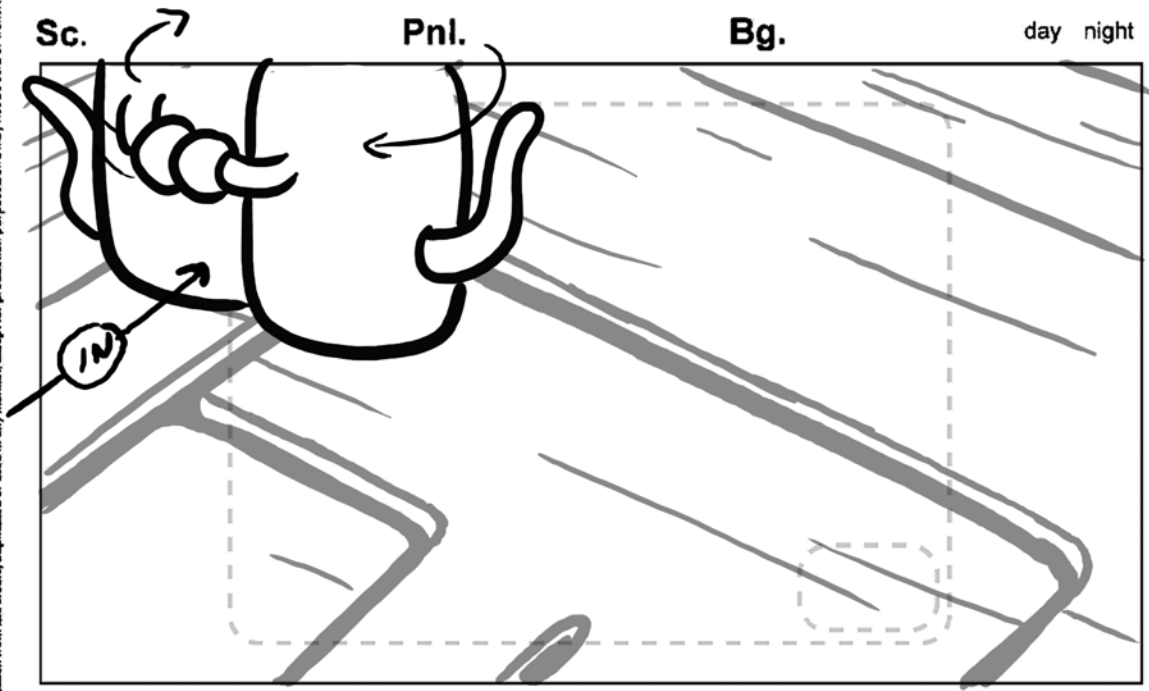
Dialog: *out*

→ **A GIFT, UNGIVEN** →

Action: **CATS EXIT BRIEFLY** **CATS O.S. FOR BEAT**

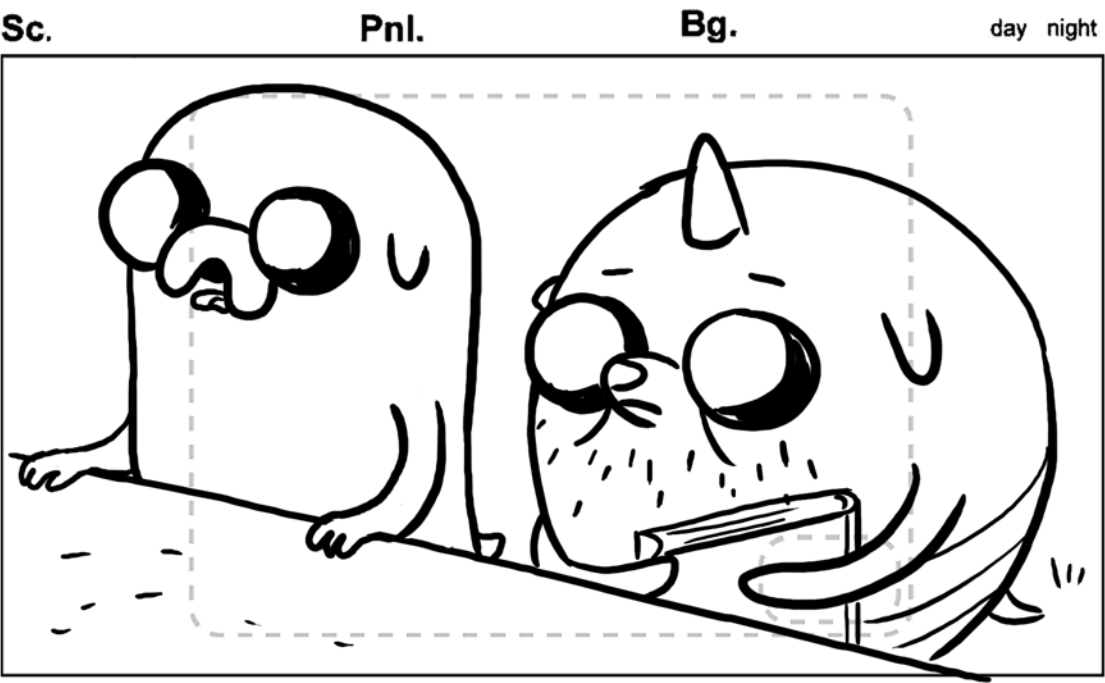
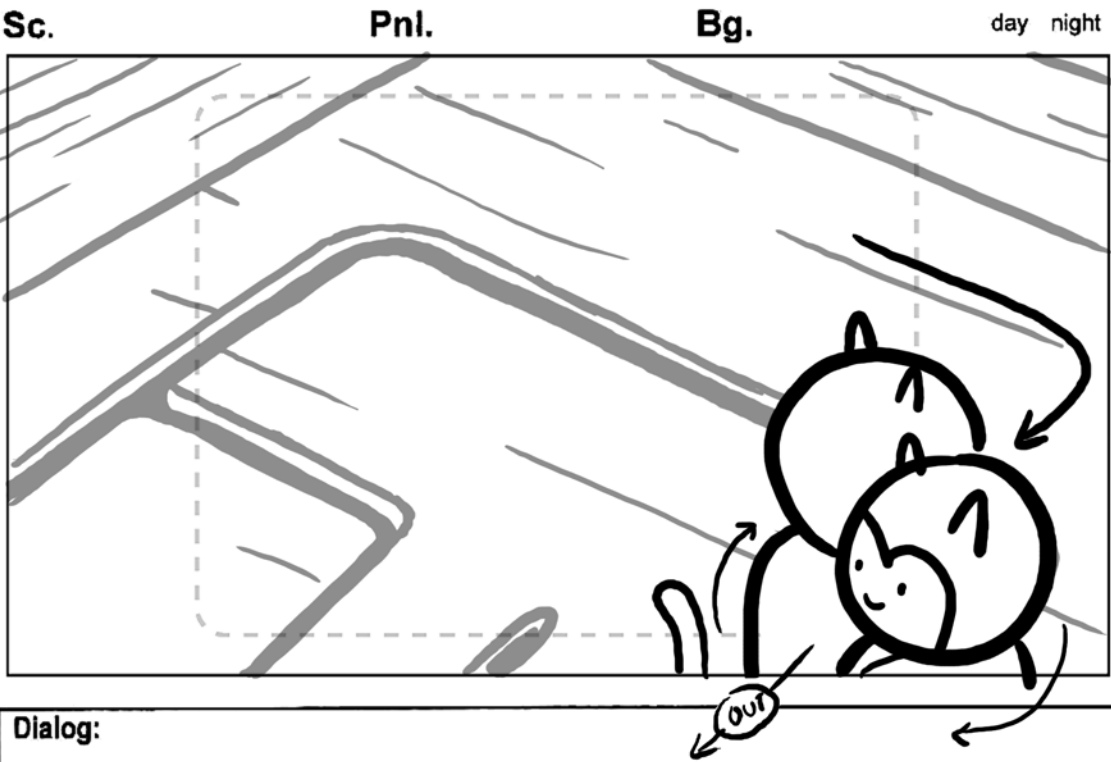
Timing:

ADVENTURE TIME



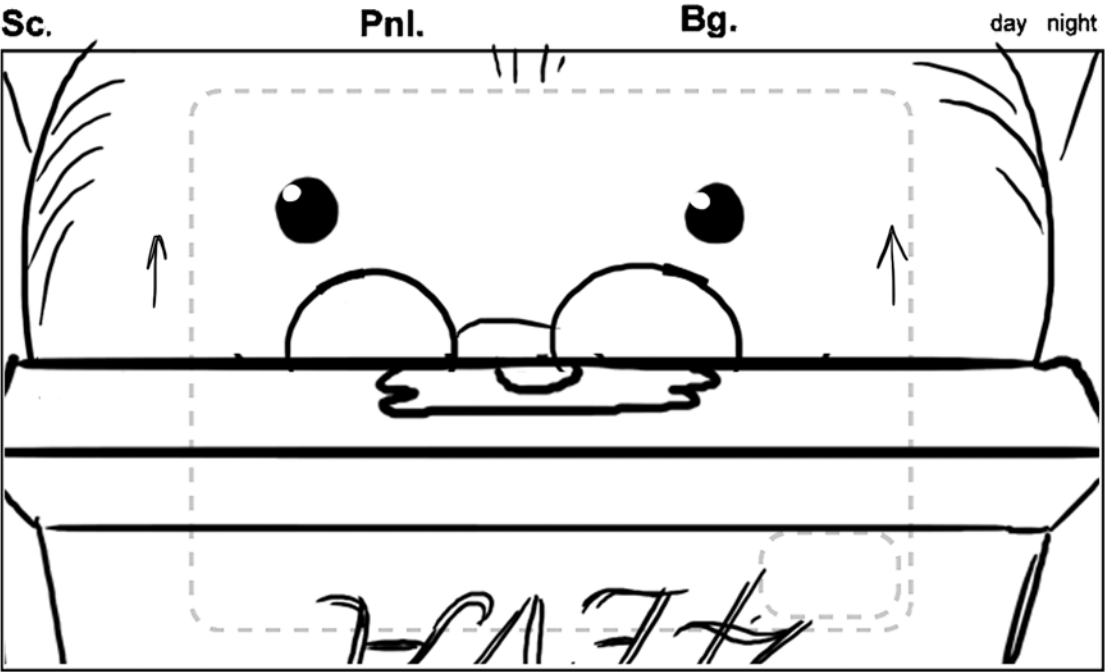
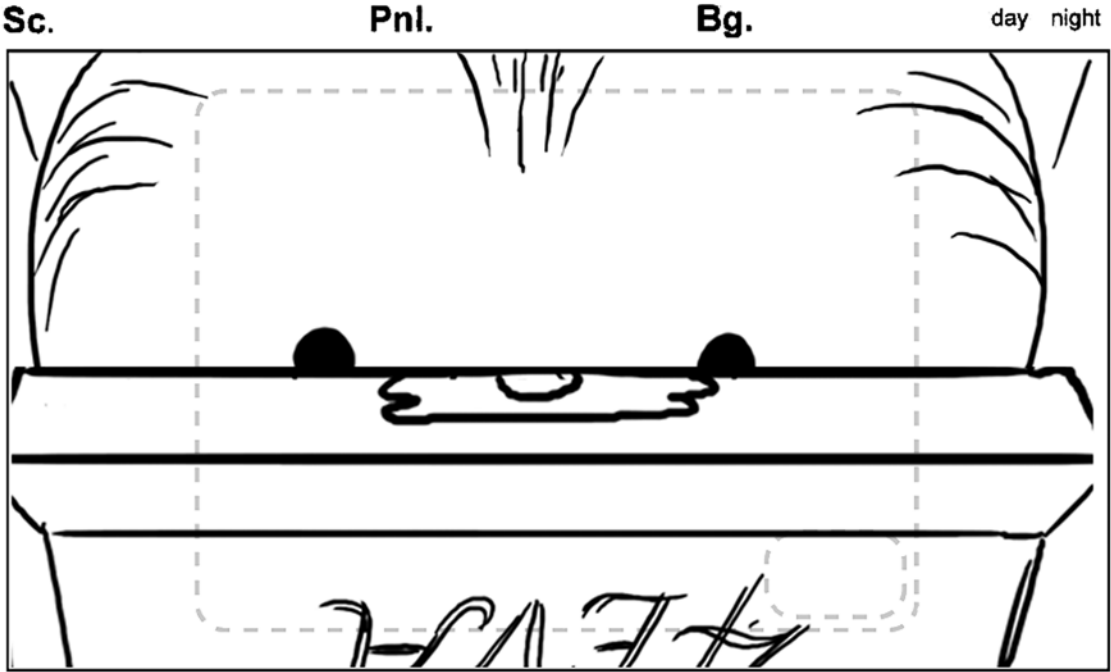
Dialog:	→ OR, RATHER → UNACCEPTED!
Action:	GIRL CAT'S SMILE HAS FADED.
Timing:	

ADVENTURE TIME



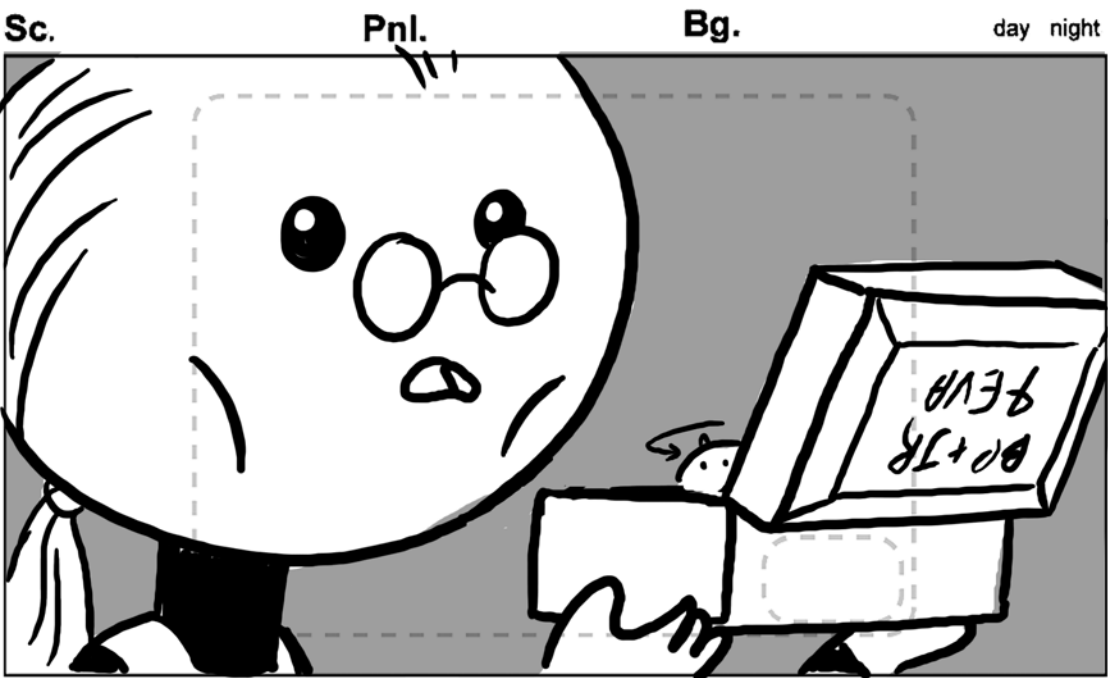
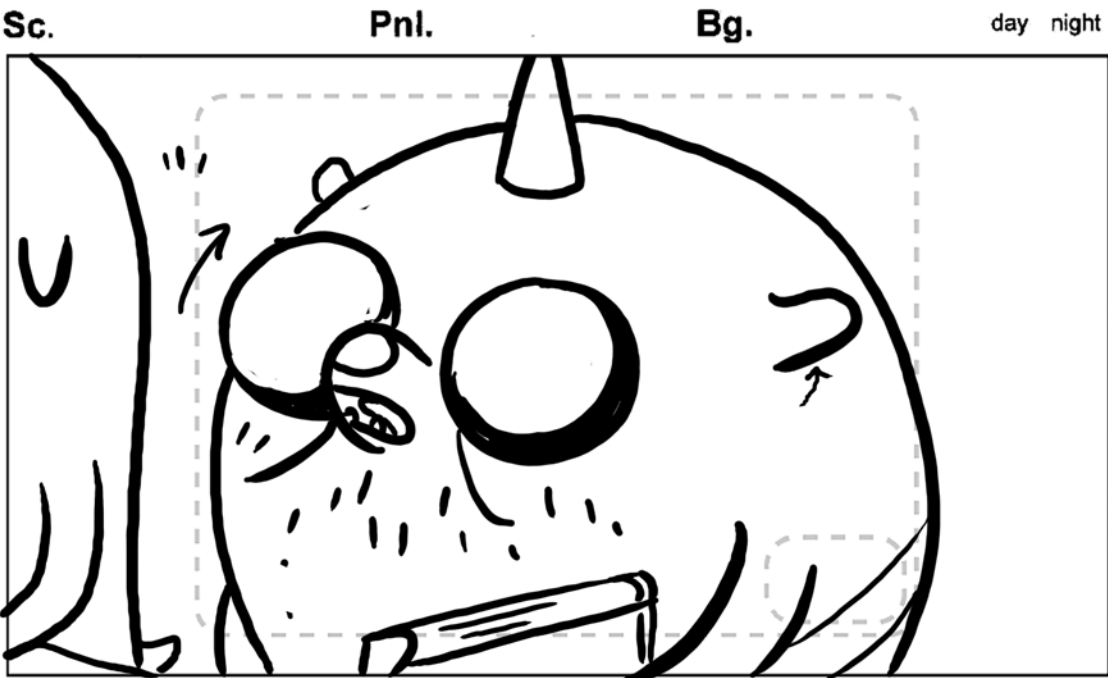
Dialog:	J/ YEAH, WE KNEW THAT.
Action:	BOY CAT STILL SMILING
Timing:	

ADVENTURE TIME



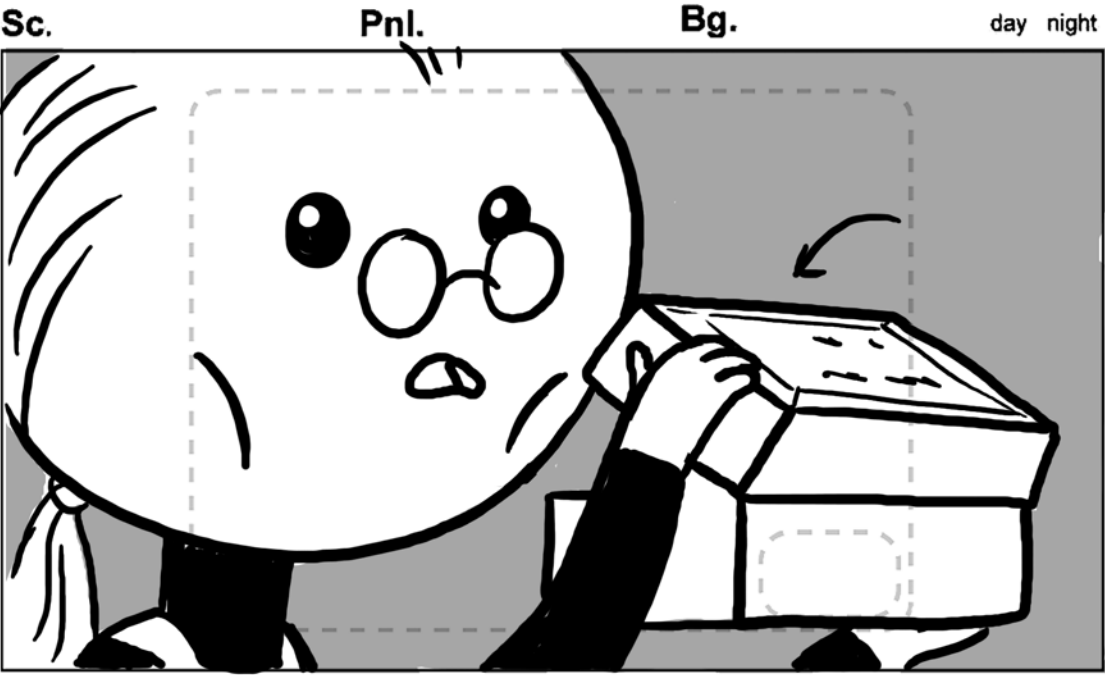
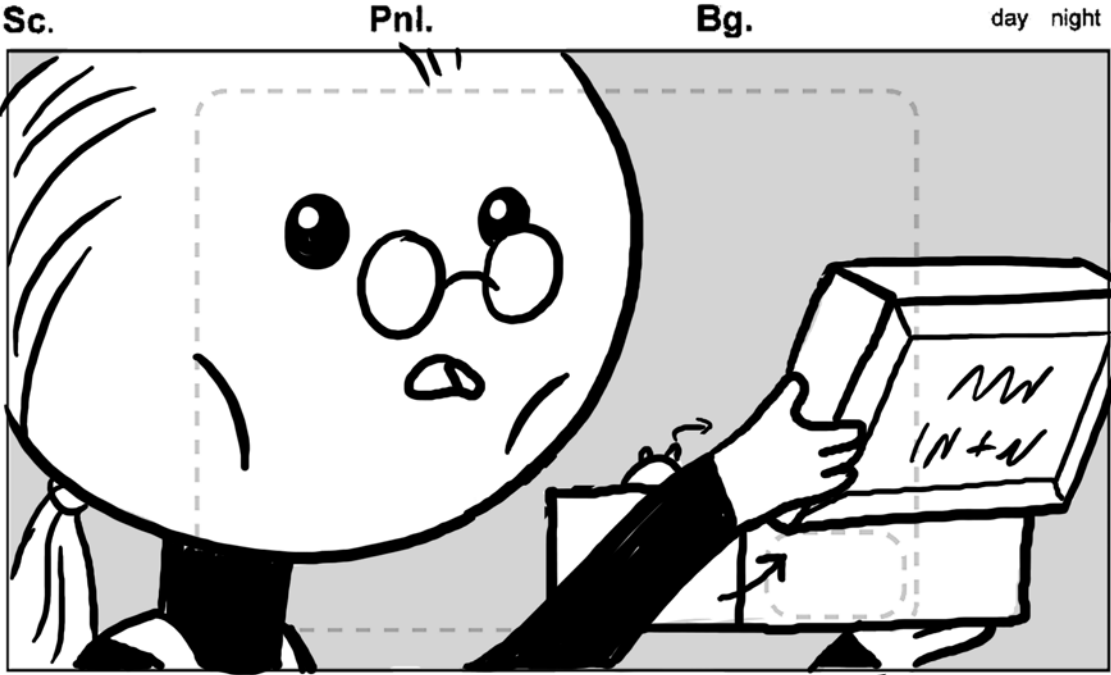
Dialog:	T/ <u>BETSY</u>
Action:	- RAISES FACE - LITTLE MAGICAL EFFECT IN EYES
Timing:	

ADVENTURE TIME



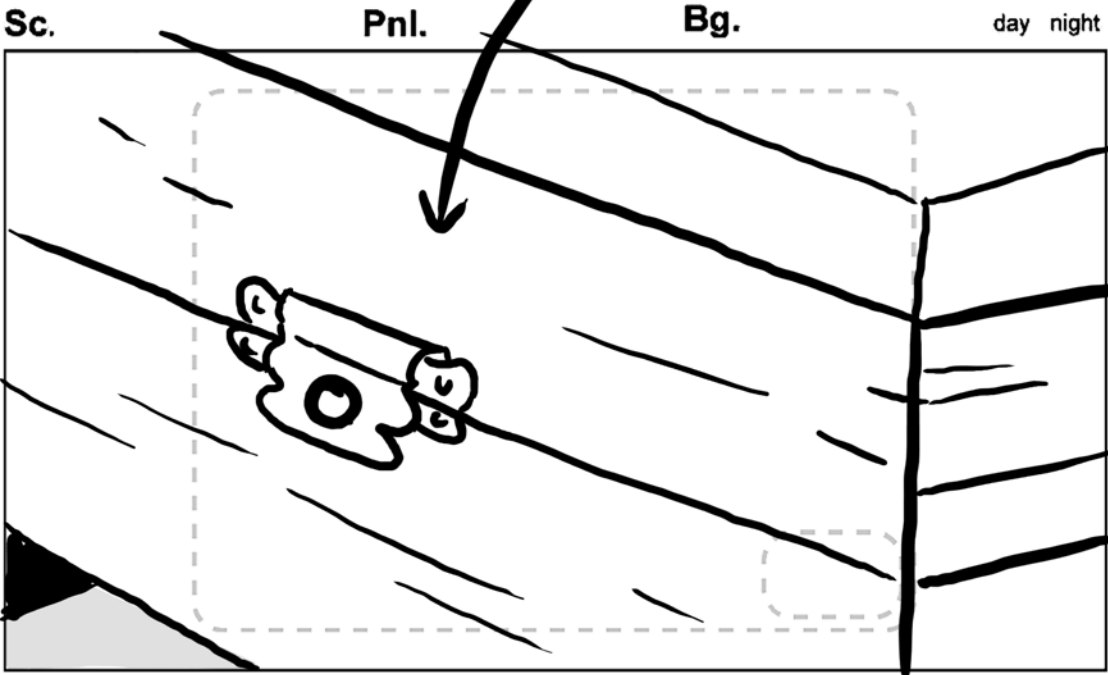
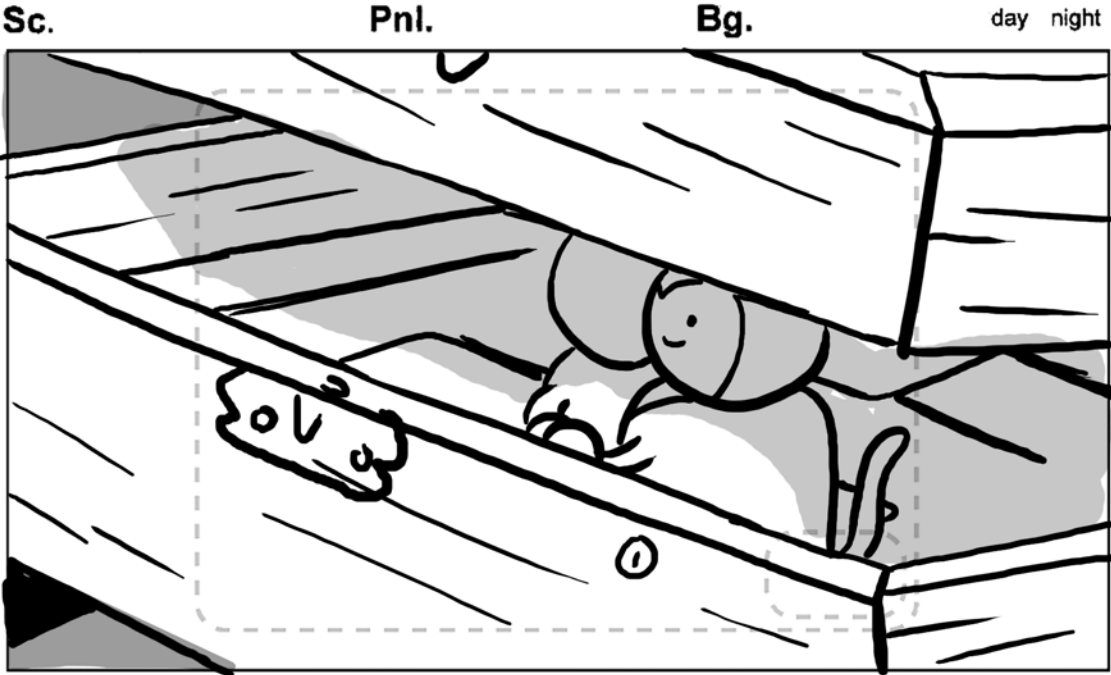
Dialog:		T/SHE RAN AWAY	
② TV/GASP!			
Action:	EYES WIDEN		BG: SOME SUBTLE EFFECT TO INDICATE HYPNOSIS - COLOURS FADING IN + OUT? - TOM STARES INTO SPACE
Timing:			

ADVENTURE TIME



Dialog:	T/ WENT WILD → 'CUT HERSELF OFF FROM THE WORLD,
Action:	BG: COLOURS FADING IN + OUT? → T SLOWLY CLOSES LID
Timing:	

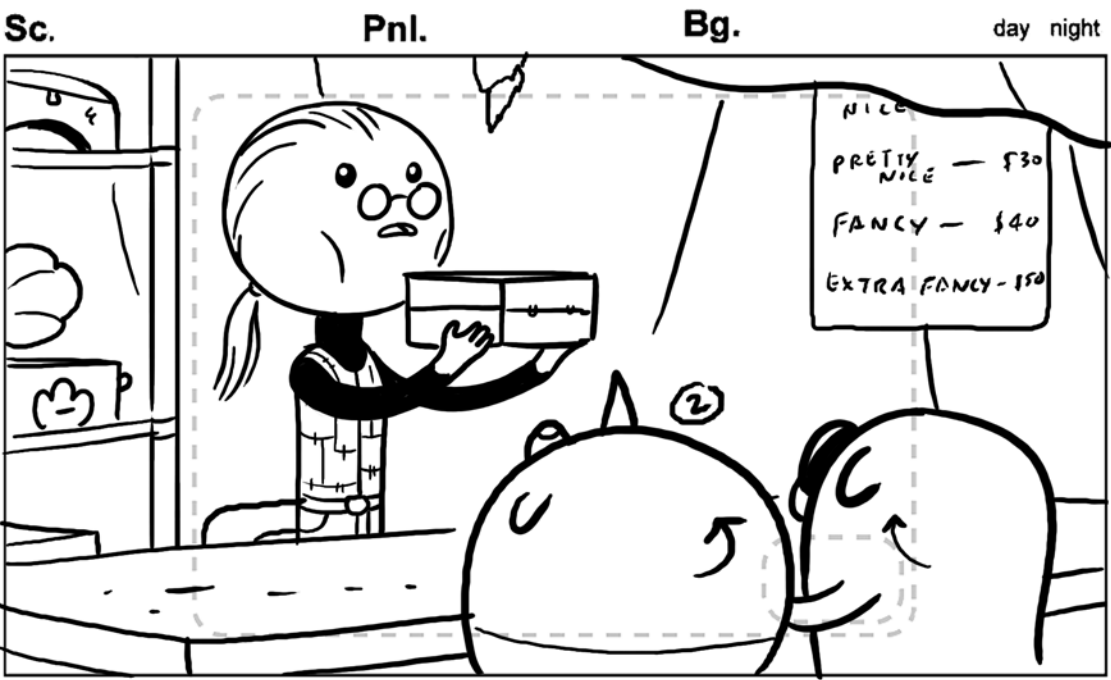
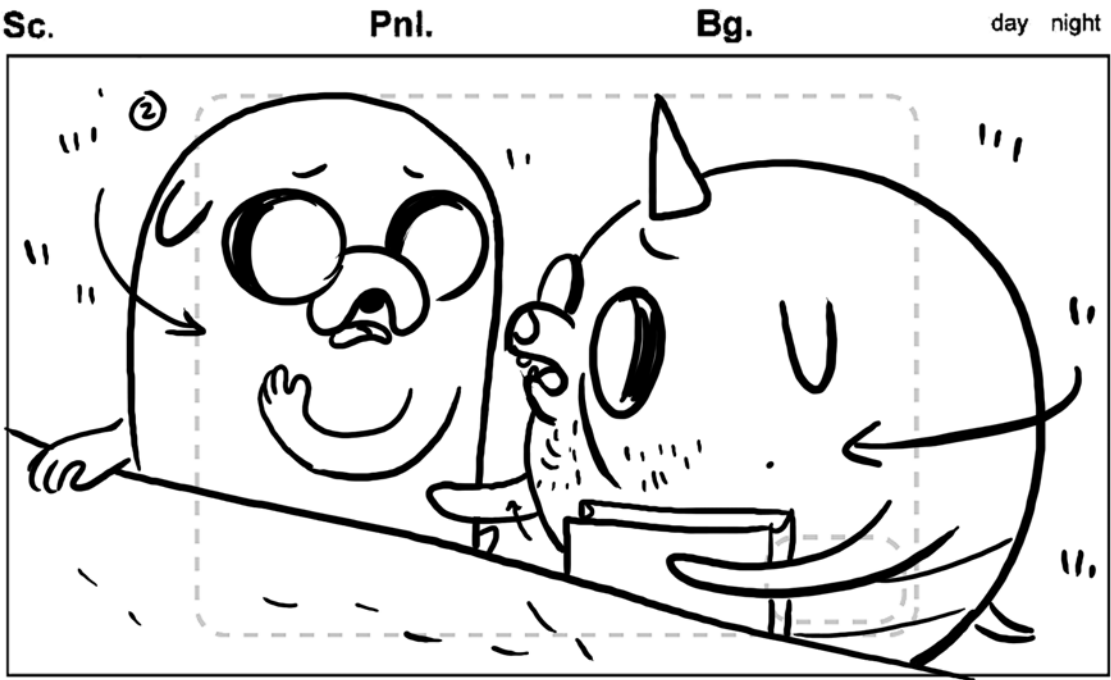
ADVENTURE TIME



Dialog:		→ HID AWAY IN A CAVE	
		SFX / MUSIC STOPS	
Action:	- LID FINISHES CLOSING AS CATS CONTINUE MOVING		LID CLOSES
Timing:			

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ADVENTURE TIME



Dialog:	TV/ BUT DAD! THERE ARE PROBABLY HUNDREDS OF CAVES IN —		T/ IT'S THE ONE AT THE FORK IN THE ROAD TO BUTTERSCOTCH LAKE	
Action:	② - TV + J TURN TO EACH OTHER FRANTICALLY		② - TV + J TURN AS T TALKS	
Timing:				

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ADVENTURE TIME



Sc. Pnl. Bg. day night

BG
SA

Sc. Pnl. Bg. day night

BG
SA

Dialog:

Action:

TV + J RUN OUT —————→

T LOWERS / CRADLES BOX

Timing:

EPISODE # 1025 - 190

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

BG
SA

SA/

(IN) →

Sc. Pnl. Bg. day night

BG
SA

SA/

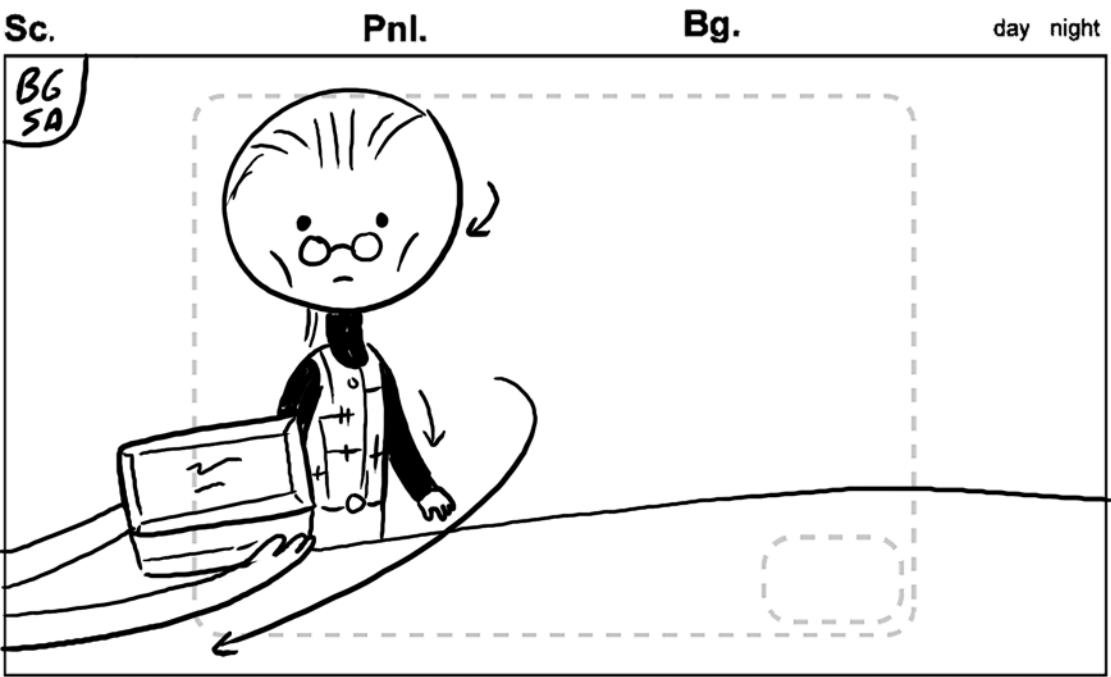
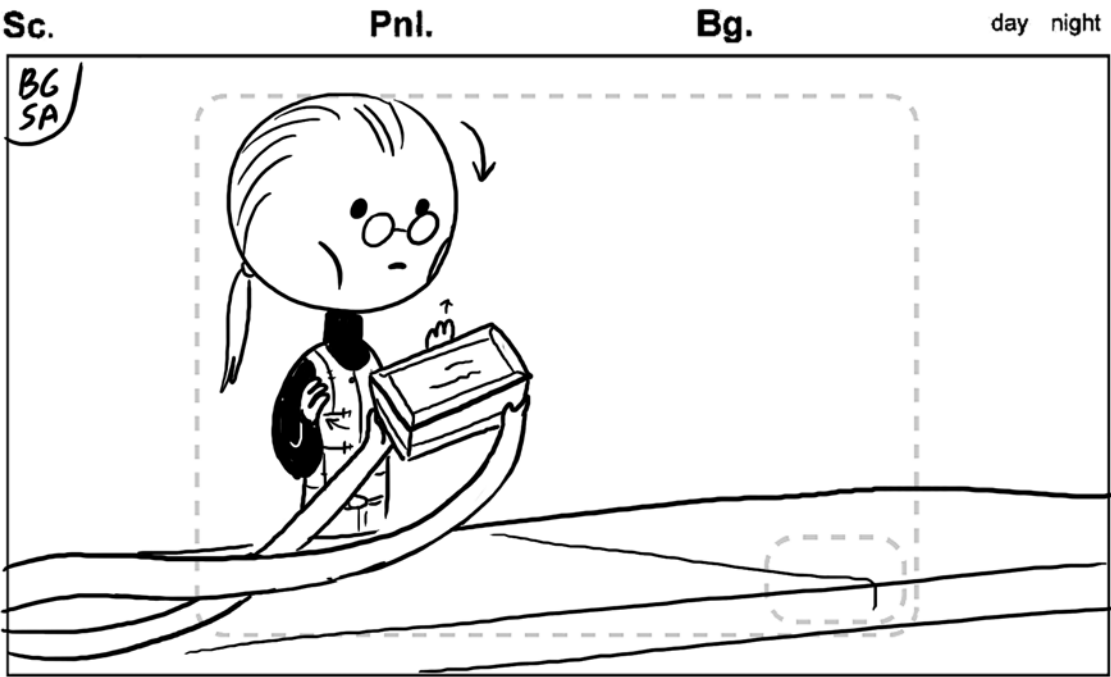
Dialog:

Action: ARMS IN REACHING FOR BOX

Timing:

EPISODE # 1025 - 190
Production :

ADVENTURE TIME



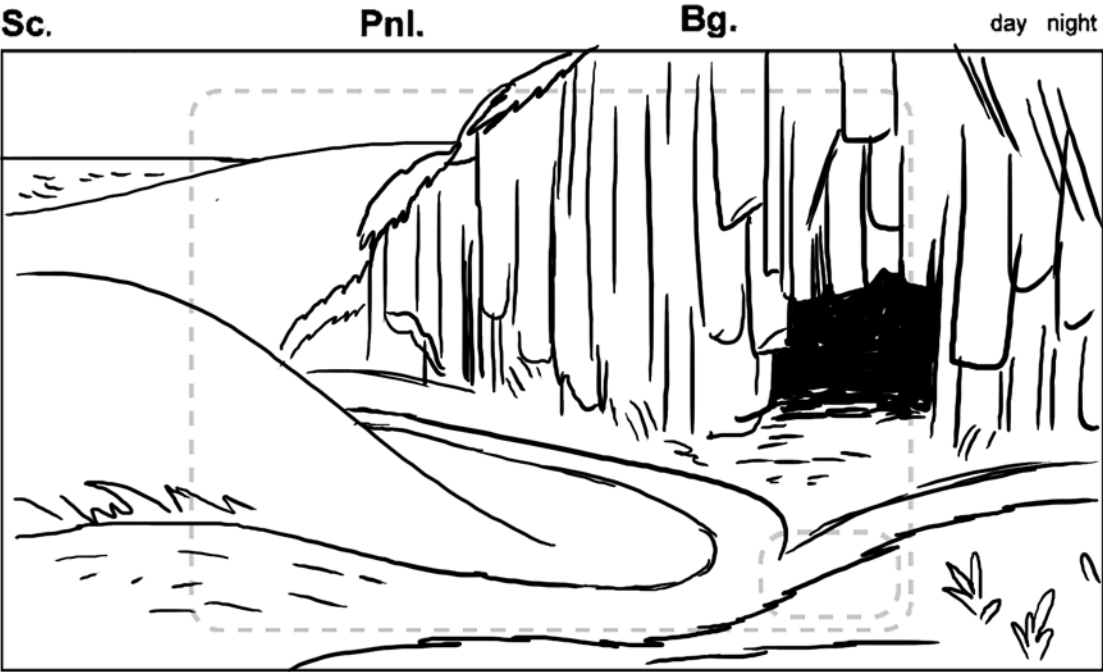
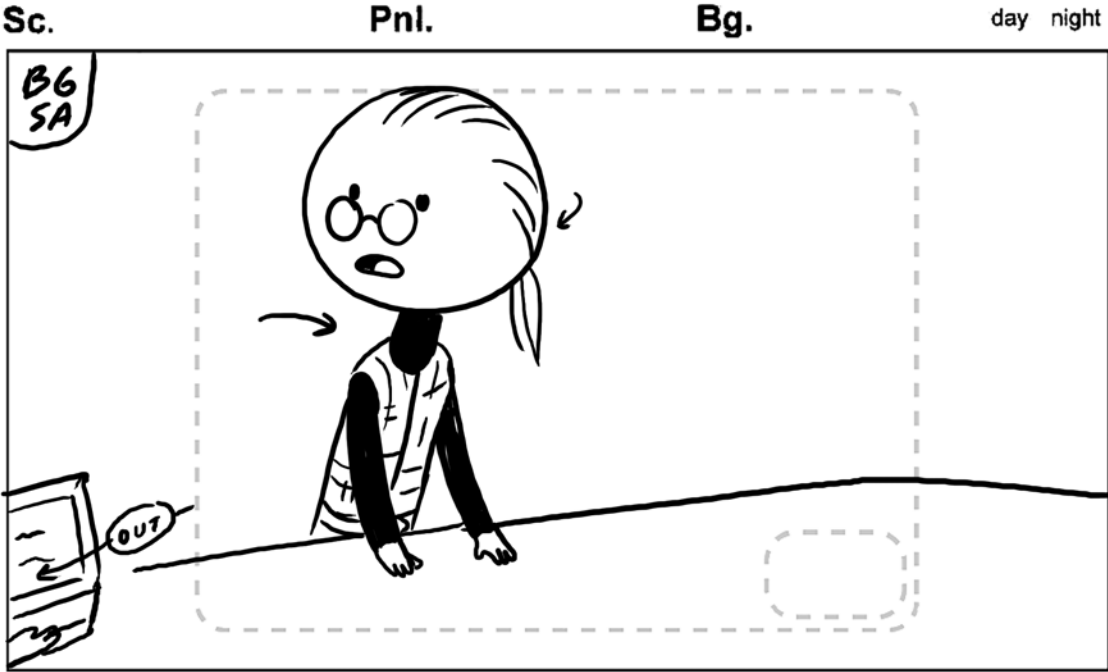
Dialog:

Action: *. ARMS GRAB BOX*
. T'S EYES → NORMAL,
RELEASES BOX

Timing:

T WATCHES BOX EXIT

ADVENTURE TIME



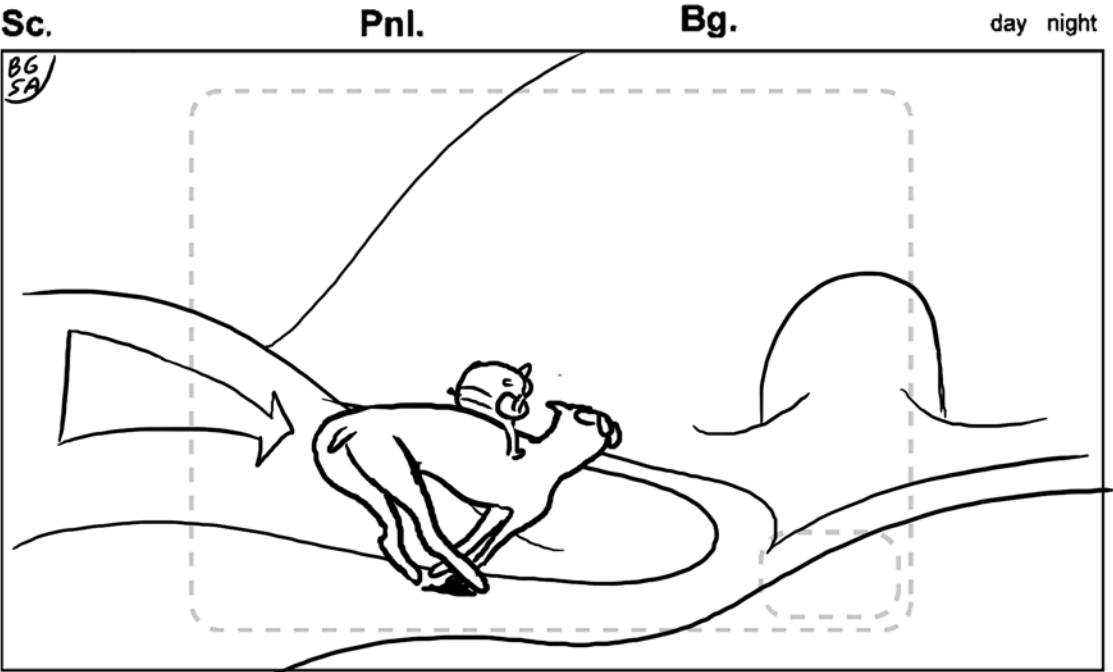
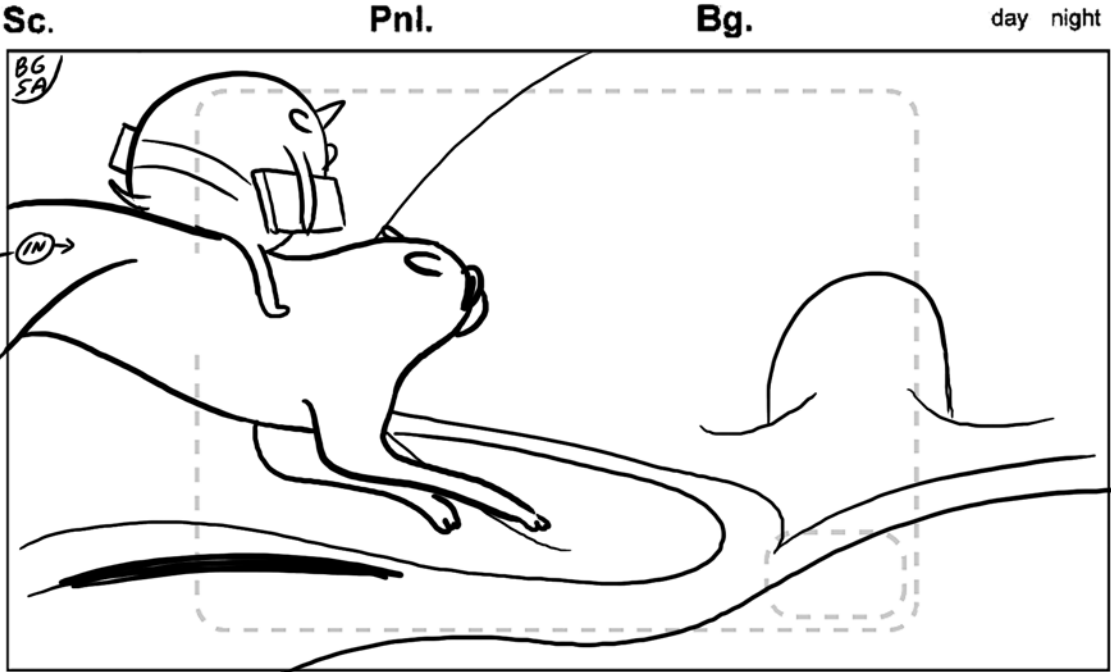
Dialog:	T/ THEY SAY SHE DOES WEIRD STUFF TO BODIES UP THERE!
Action:	-T LEANS FORWARD - BOX EXITS
Timing:	

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ADVENTURE TIME



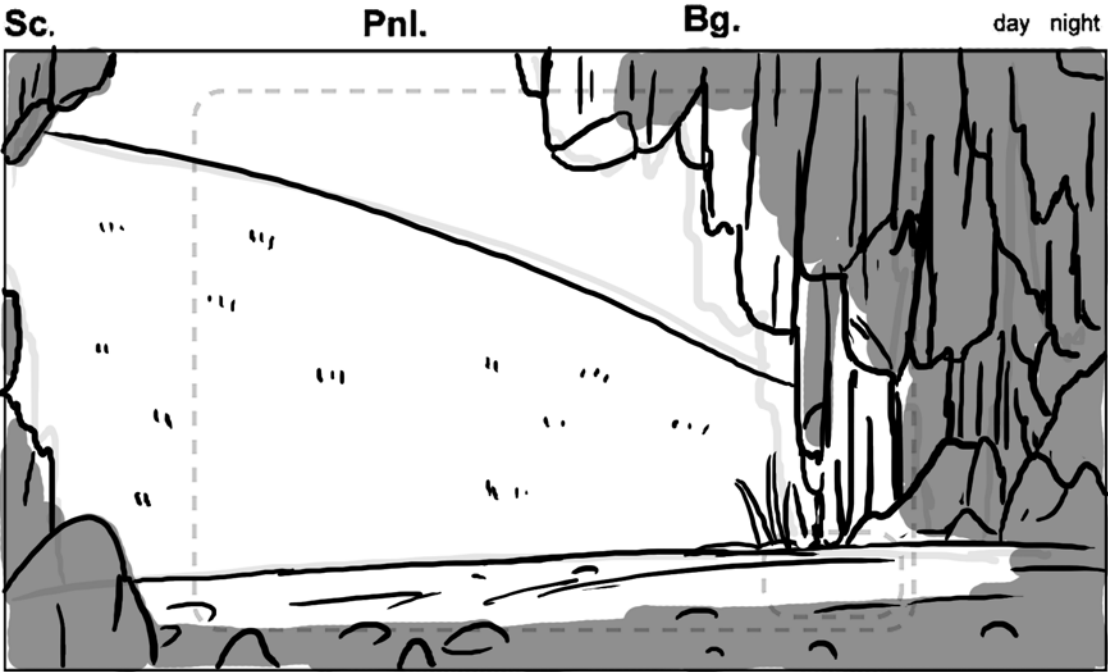
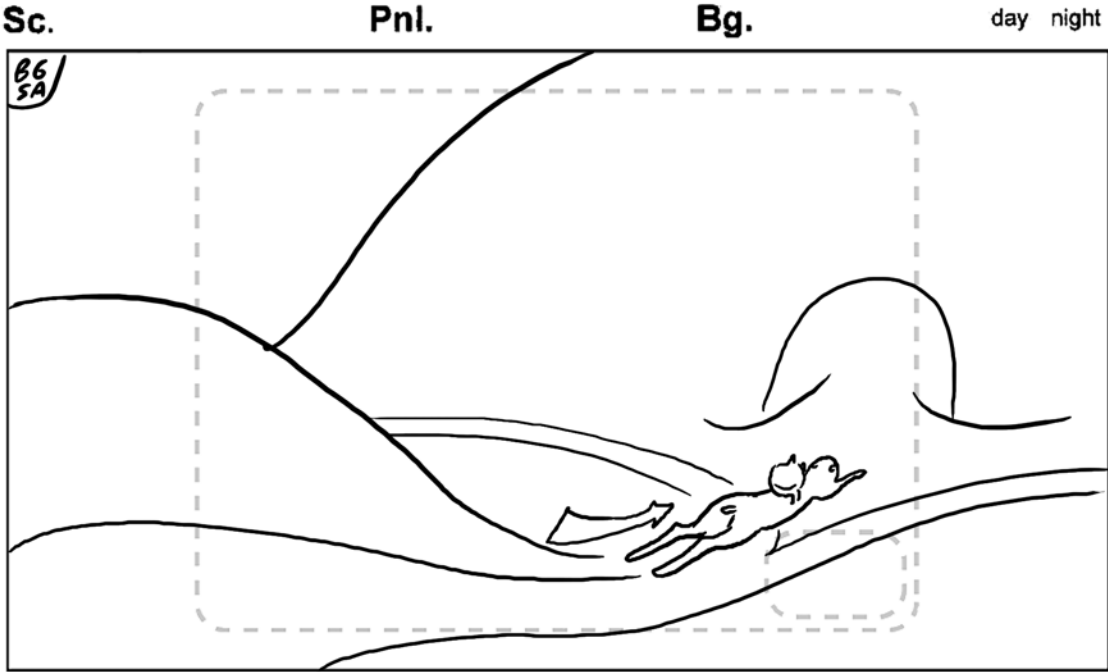
Page **226**



Dialog:	TV/ THAT'S IT!
Action:	TV + JAKE (GREYHOUND-Y) RUN TO CAVE
Timing:	

EPISODE # 1025 - 190
Production :

ADVENTURE TIME



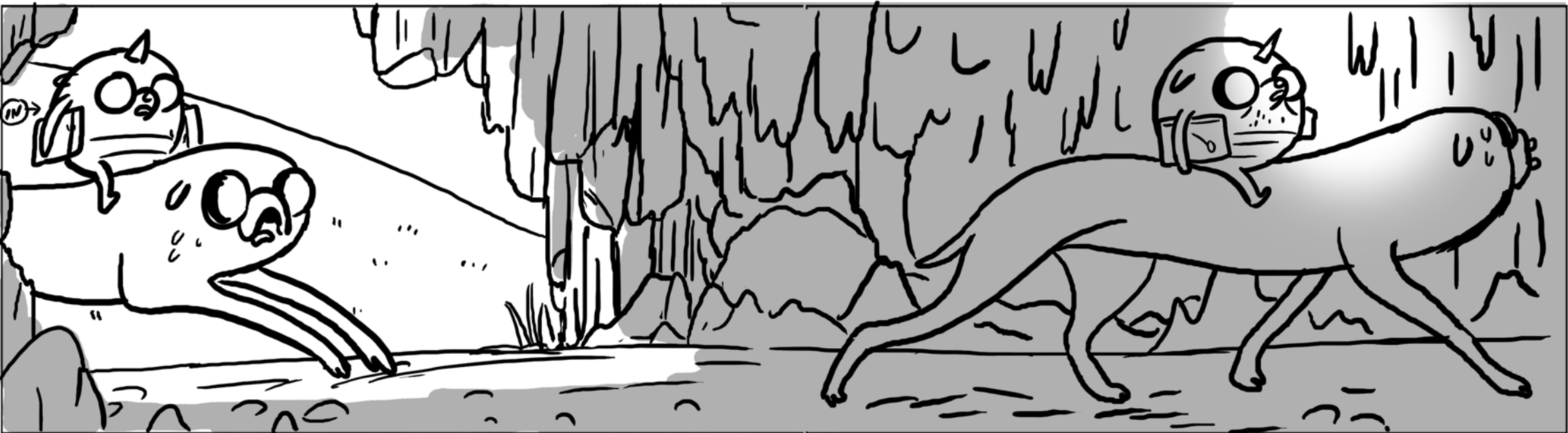
Dialog:
Action: TV + JAKE (GREYHOUND-Y) RUN TO CAVE CAVE REF: GOOGLE 'ICELAND CAVE MOUTH'
Timing:

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ADVENTURE TIME



PAN →



Dialog:	TV/ WHY DO YOU THINK BETSY RAN AWAY, DAD?		
	SFX / J PANTING/ BREATHING HARD		
Action:	J + TV RUN IN →	TRANSITION TO WALK	TV'S HORN ILLUMINATES CAVE, COLOURFULLY
	PAN THRU CAVE →		
Timing:			

EPISODE # 1025 - 190
Production :

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ADVENTURE TIME



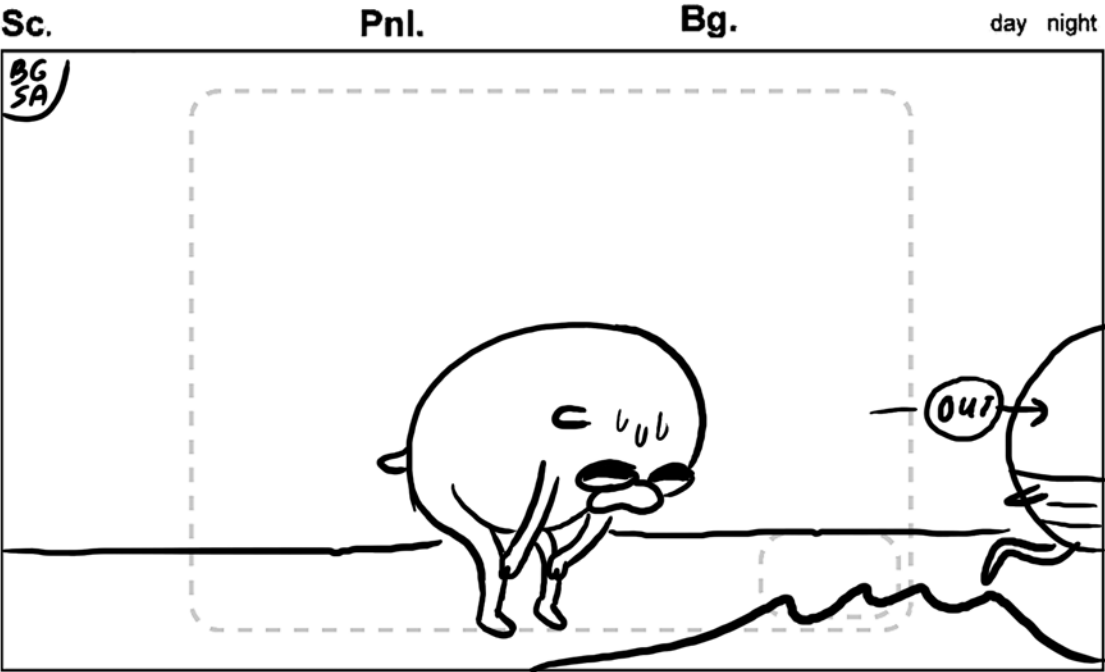
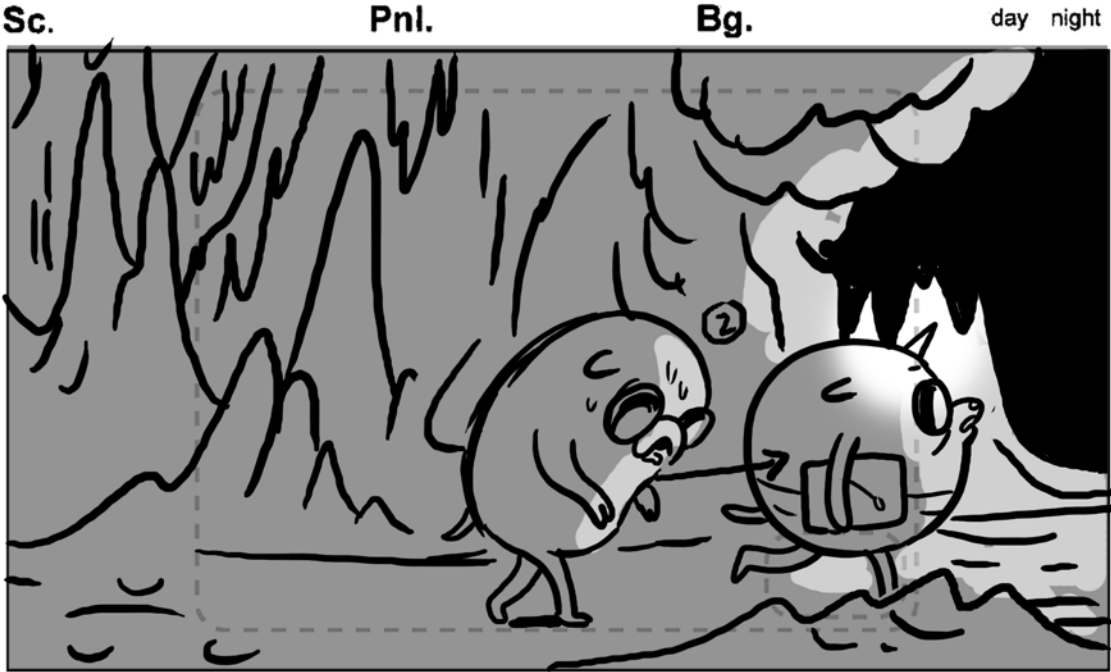
PAN



Dialog:	JAKE (PANTING) / 'HARD TO SAY	SOME PEOPLE CAN'T FACE THEIR TROUBLES	BUT TV, HIDING AWAY WON'T-	TV (INTERRUPTS) / LOOK!
Action:	- TV LOOKS AT WALLS - J SHRINKS TO NORMAL SHAPE/SIZE	- AS J SHRINKS, HE LABOURS MORE UNDER TV	END OF CAVE EMANATES A BIT OF LIGHT	
Timing:				

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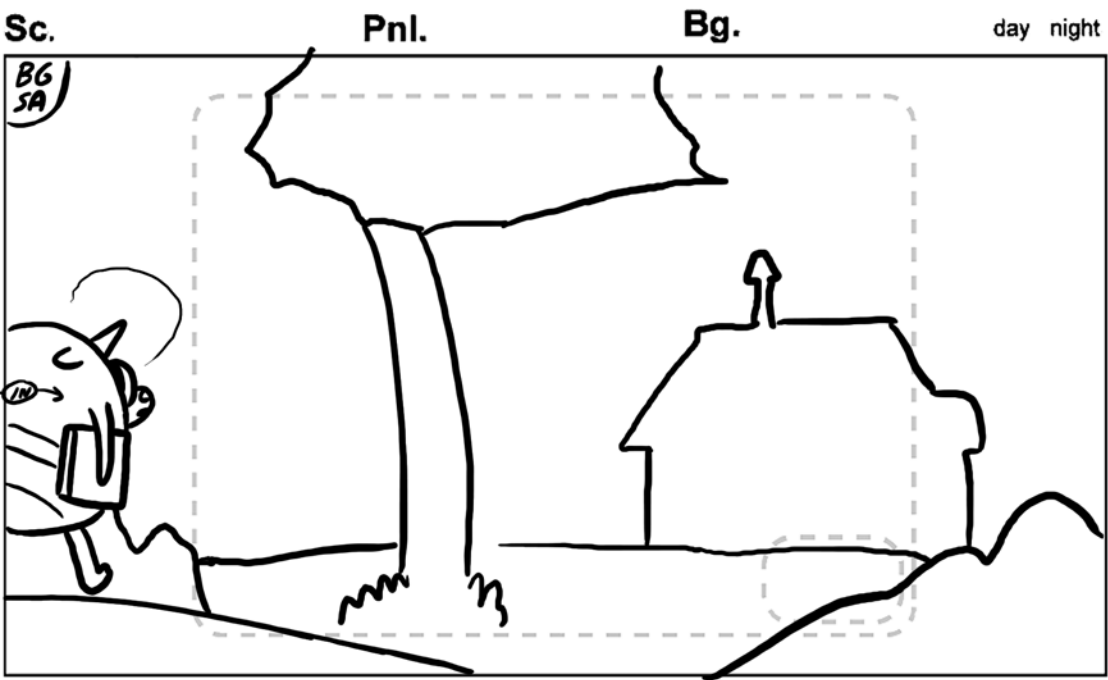
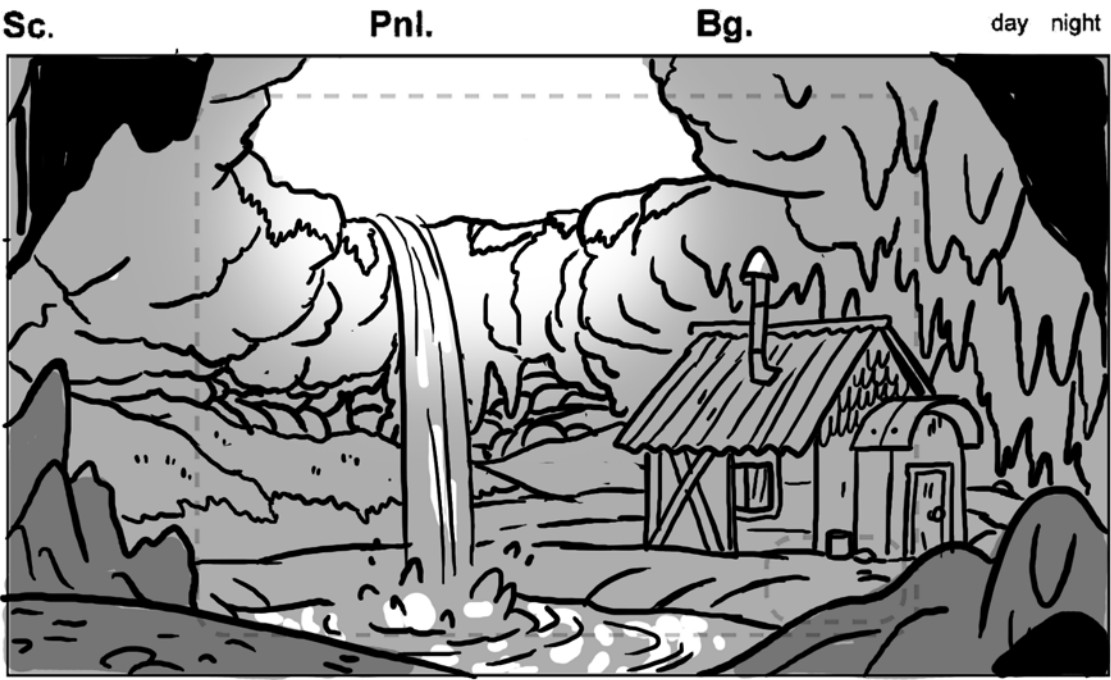
ADVENTURE TIME



Dialog:	J/(PANTING)		J (TO SELF)/...TEACHABLE... MOMENT
Action:	① -TV SLIDES OFF TV ② -TV RUNS AHEAD		-J DOUBLES OVER -TV OUT
Timing:			

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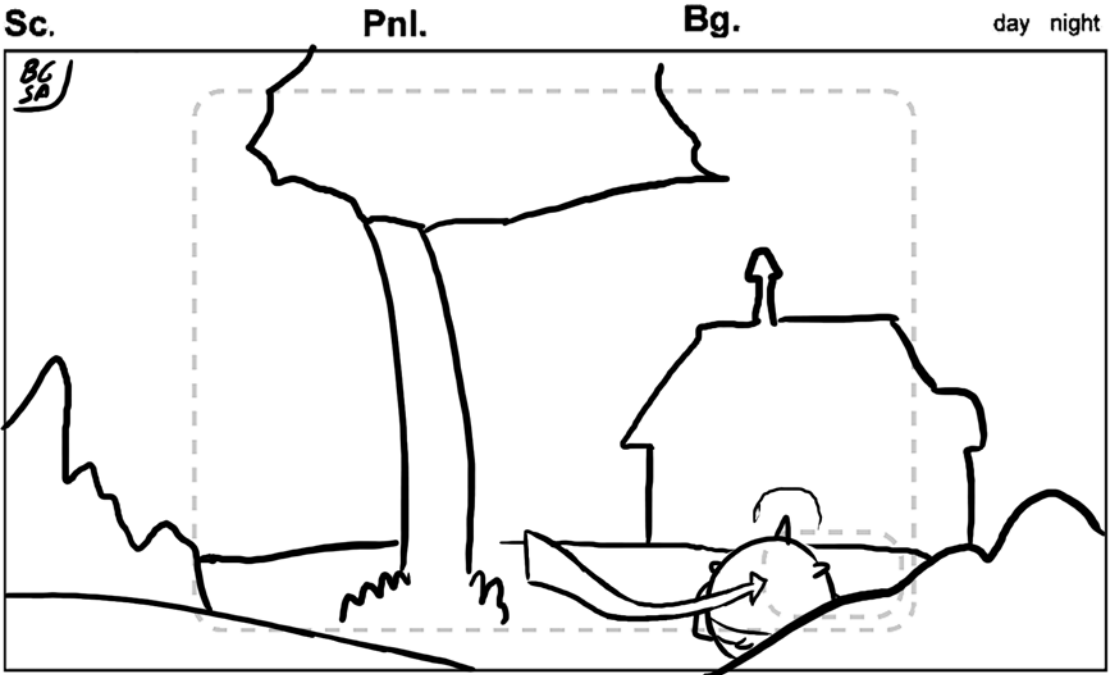
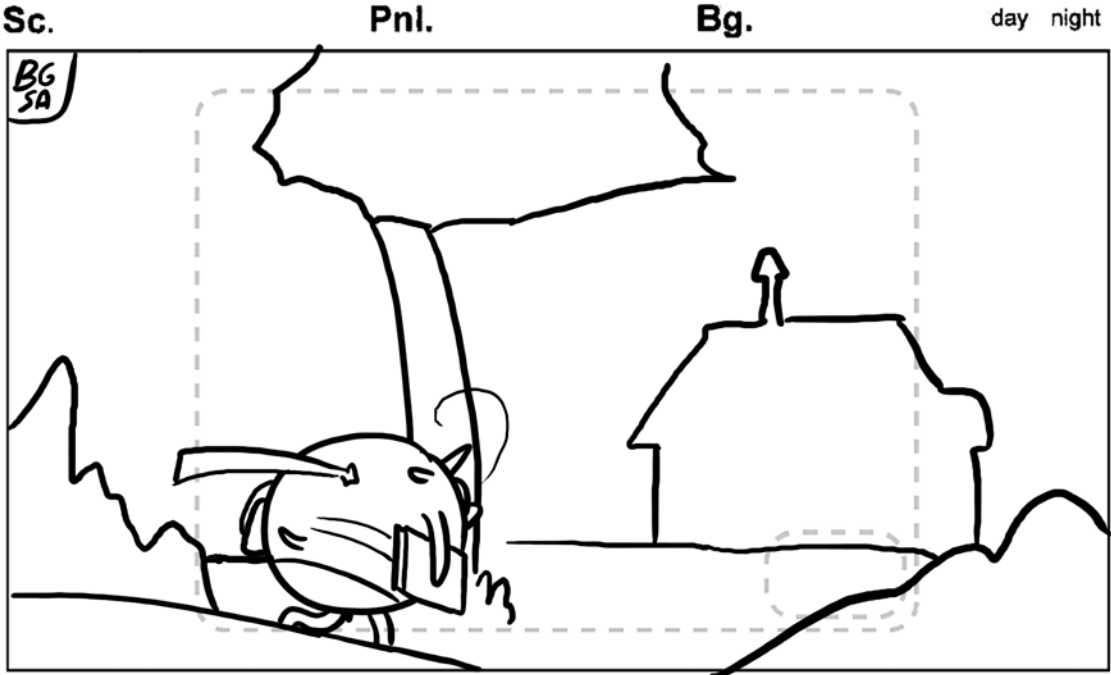
ADVENTURE TIME



Dialog:
Action: (SHABBY-CHARMING CABIN BY WATERFALL, MAGICAL) TV RUNS IN
Timing:

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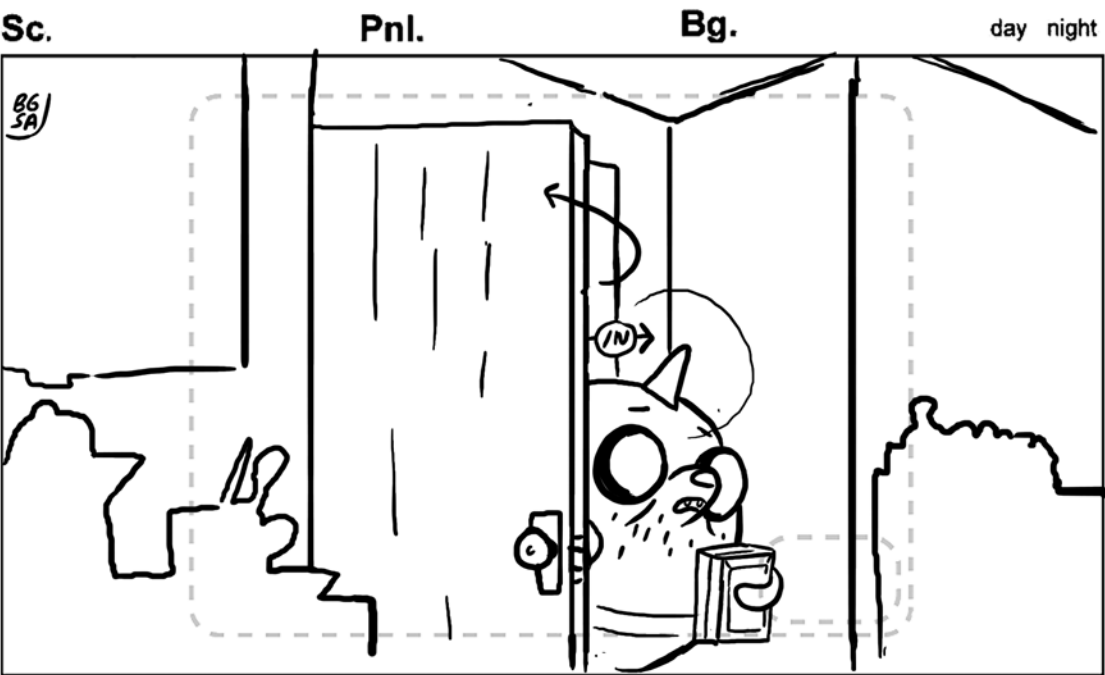
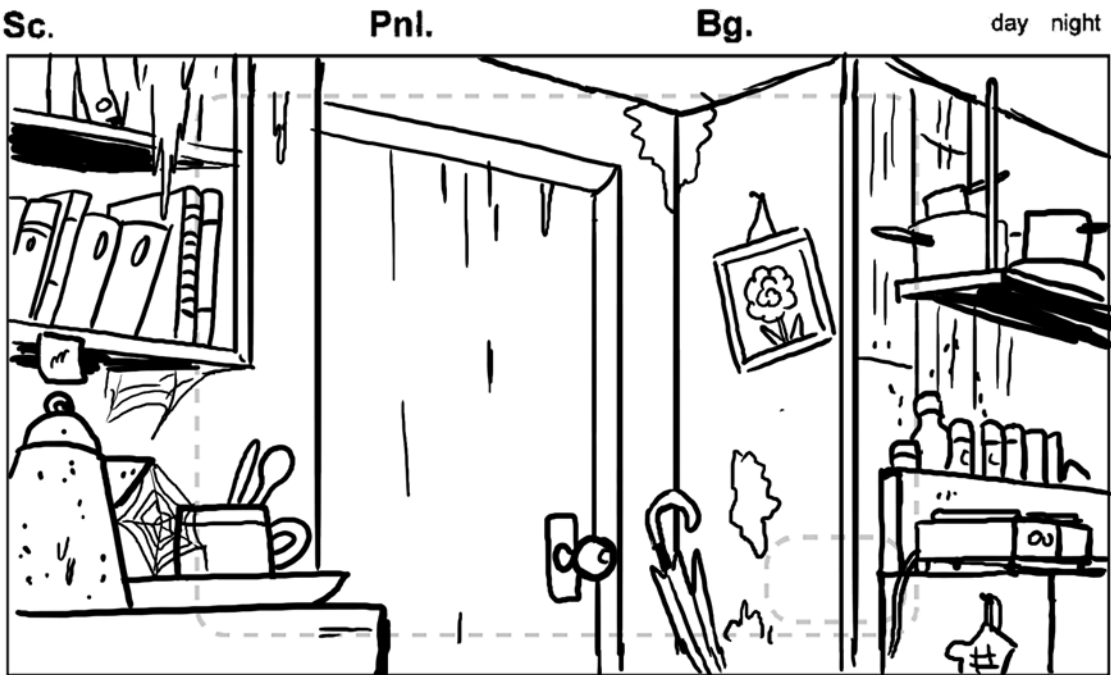
ADVENTURE TIME



Dialog:	TV/WOW!
Action:	TV RUNS TO CABIN
Timing:	

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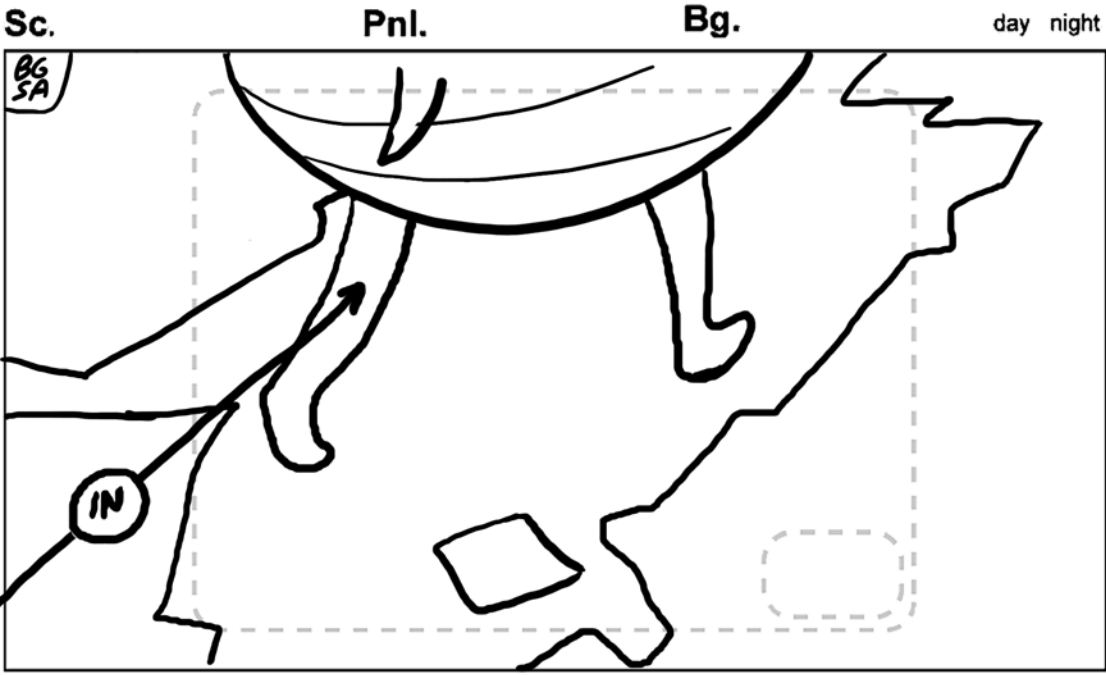
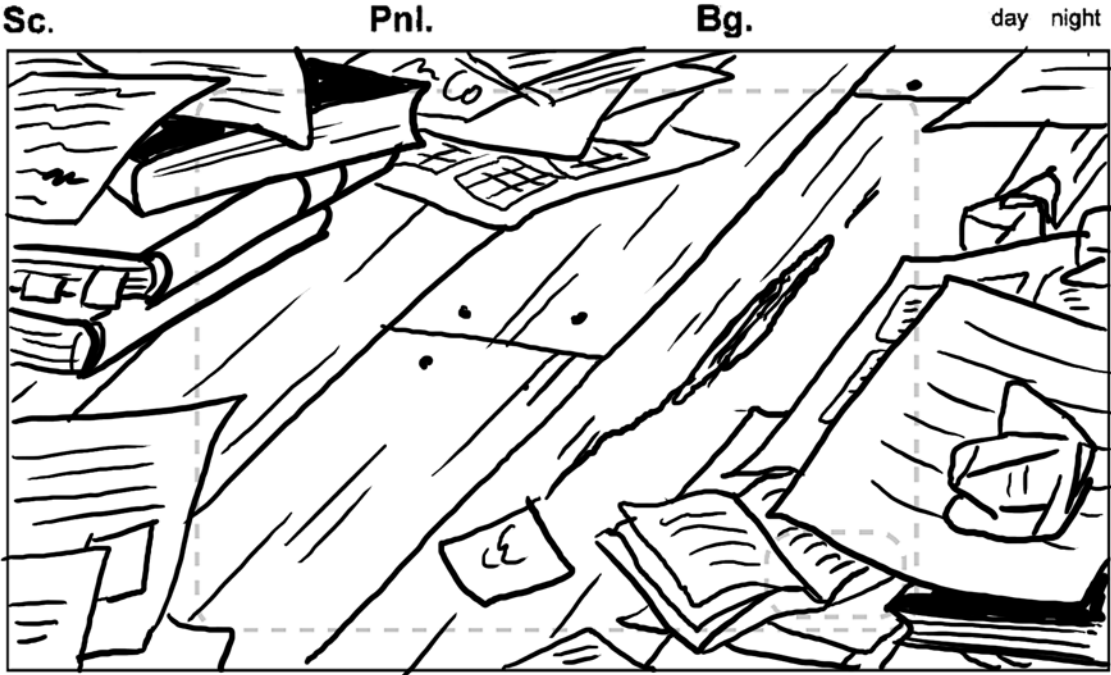
ADVENTURE TIME



Dialog:	TV/ B-BETSY-?
Action:	TV ENTERS
Timing:	

EPISODE # 1025 - 190
Production :

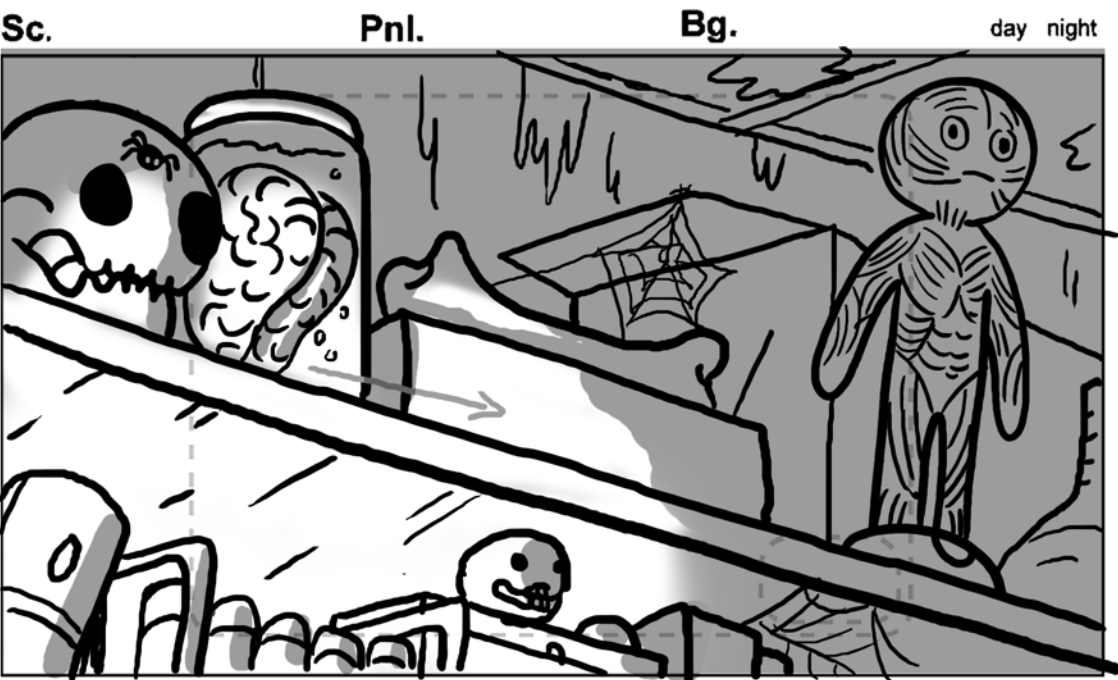
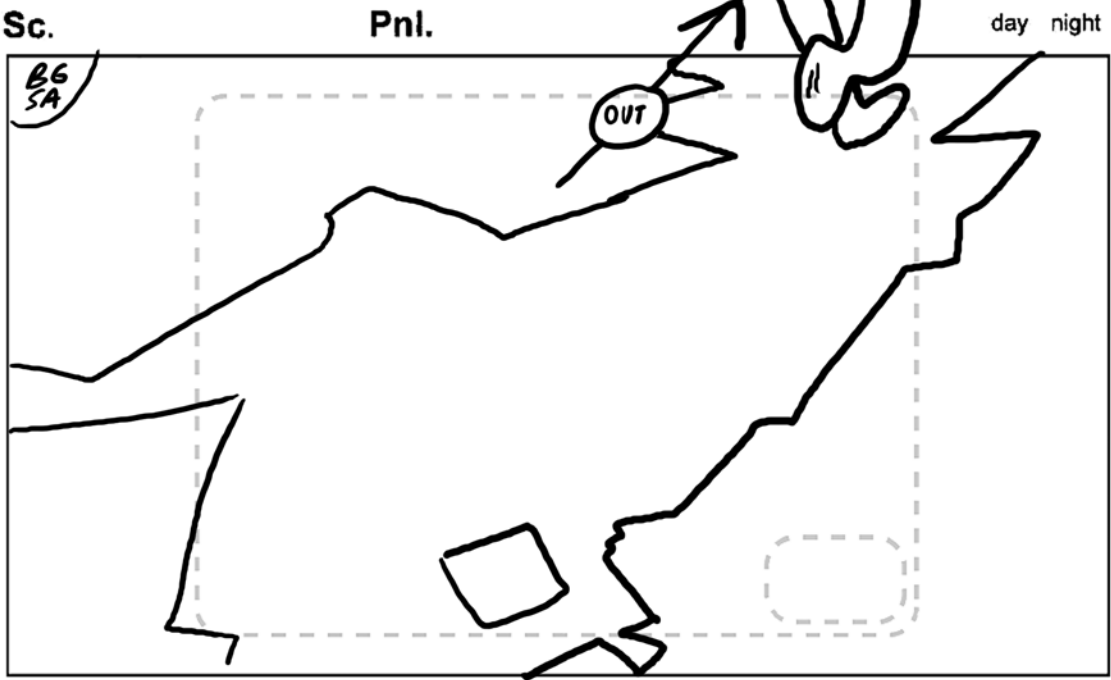
ADVENTURE TIME



Dialog:
Action: <i>(PILES OF PAPER, BOOKS, ETC ON FLOOR)</i> <i>-TV WALKS THRU</i>
Timing:

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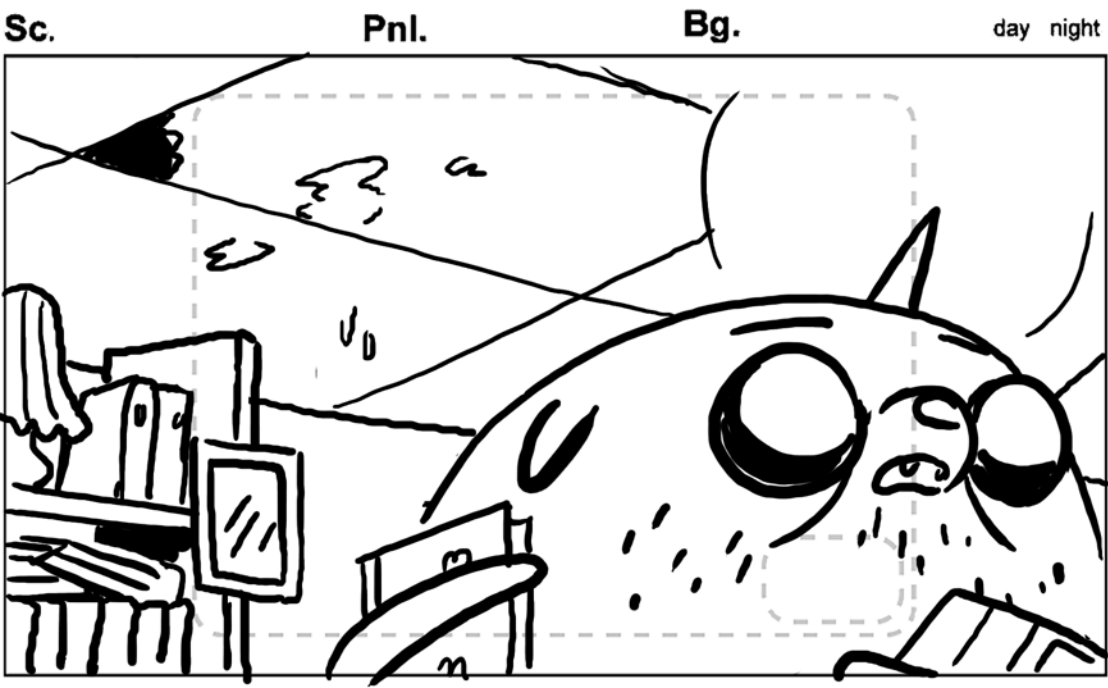
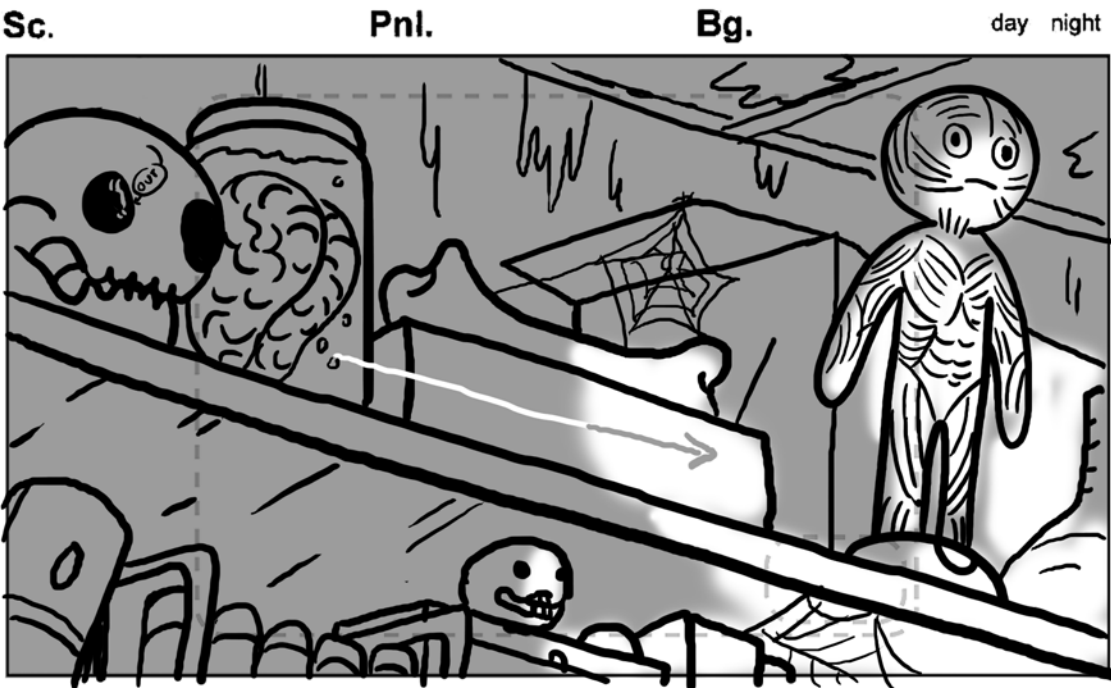
ADVENTURE



Dialog:	
Action:	TV OUT (SHELF OF ANATOMICAL PROPS, ETC) - LIGHT FROM TV'S HORN PASSES OVER SHELF, CREEPILY
Timing:	

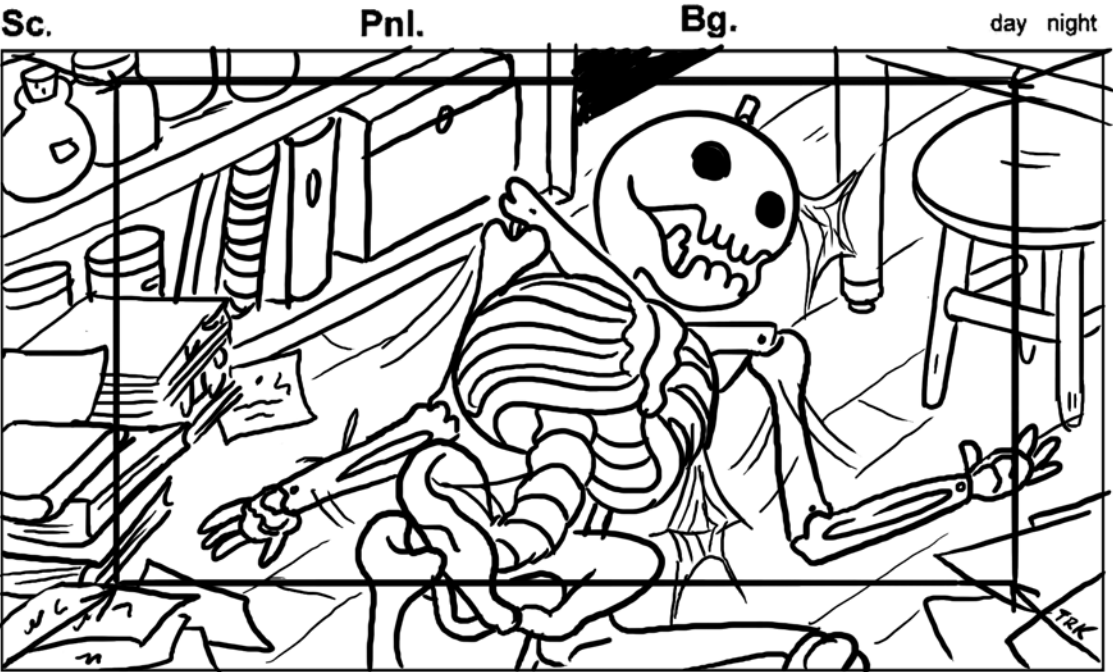
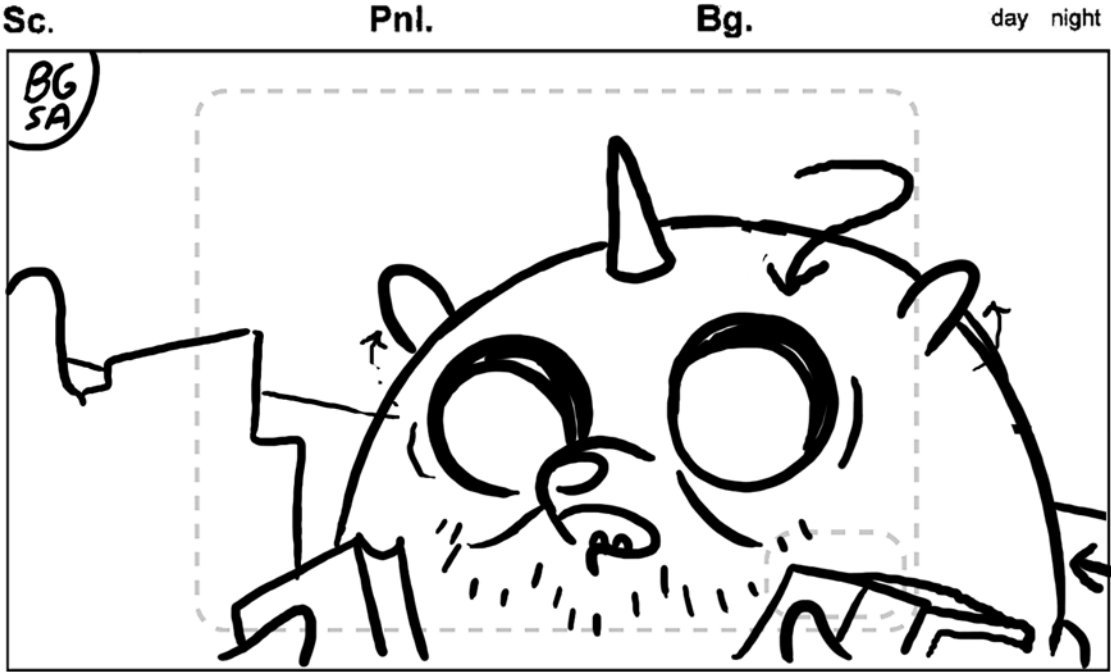
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ADVENTURE TIME



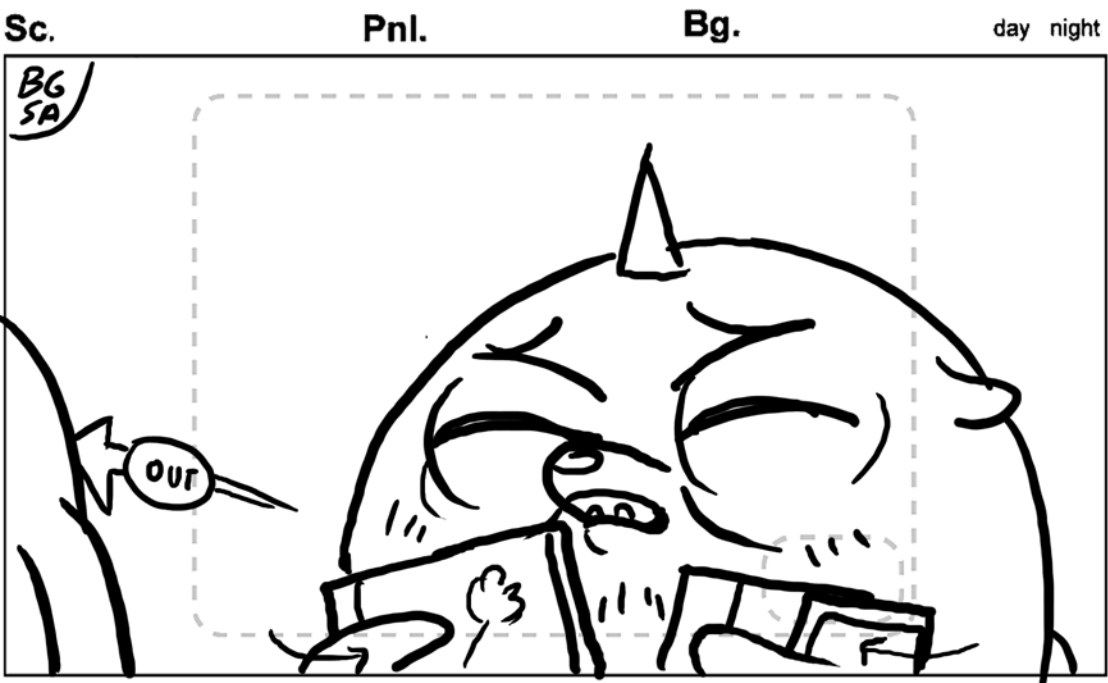
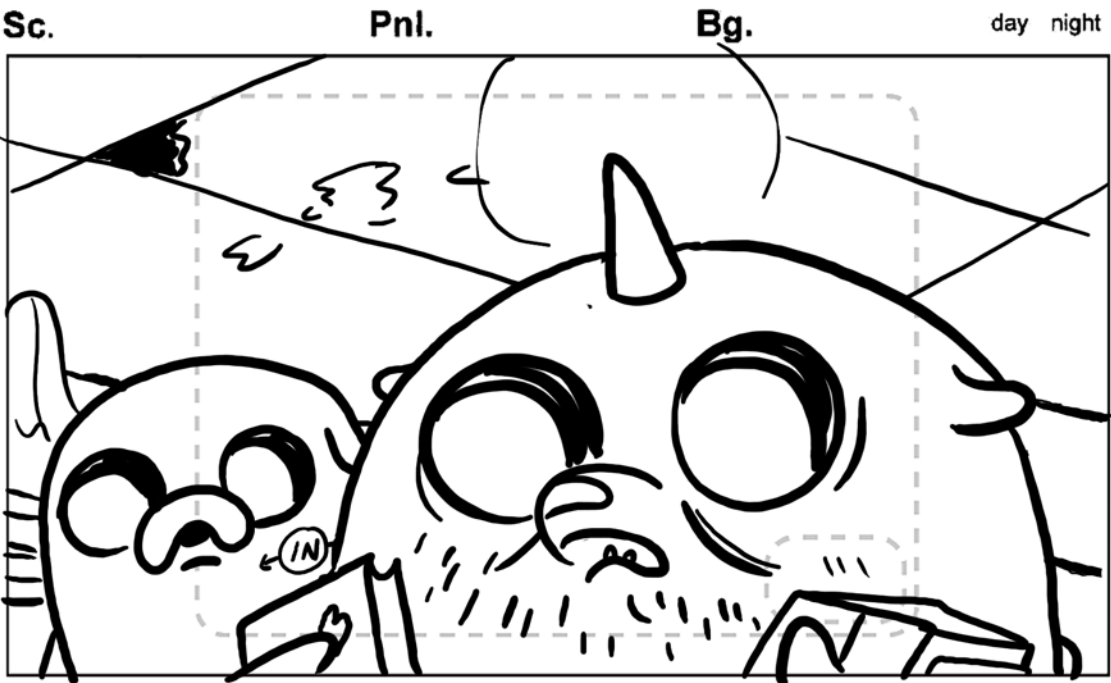
Dialog:		
Action:	- LIGHT FROM TV'S HORN PASSES OVER SHELF, CREEPILY - SPIDER RUNS INTO SKULL EYE	-ADVANCING FORWARD WHILE LOOKING AT SHELF
Timing:		

ADVENTURE TIME



Dialog:	TV/(SCREAM!)	
Action:	- TURNS HEAD FORWARD + DOWN - STOPS IN TRACKS, SHOCKED	- ZOOM IN FAST ON SKELETON
Timing:		

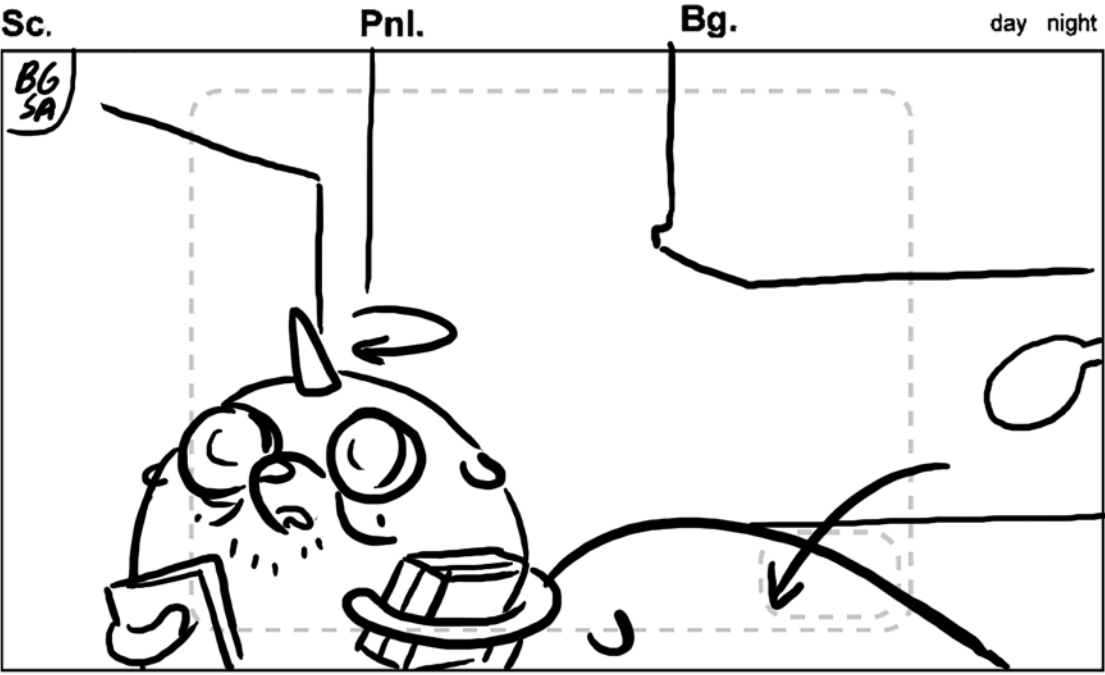
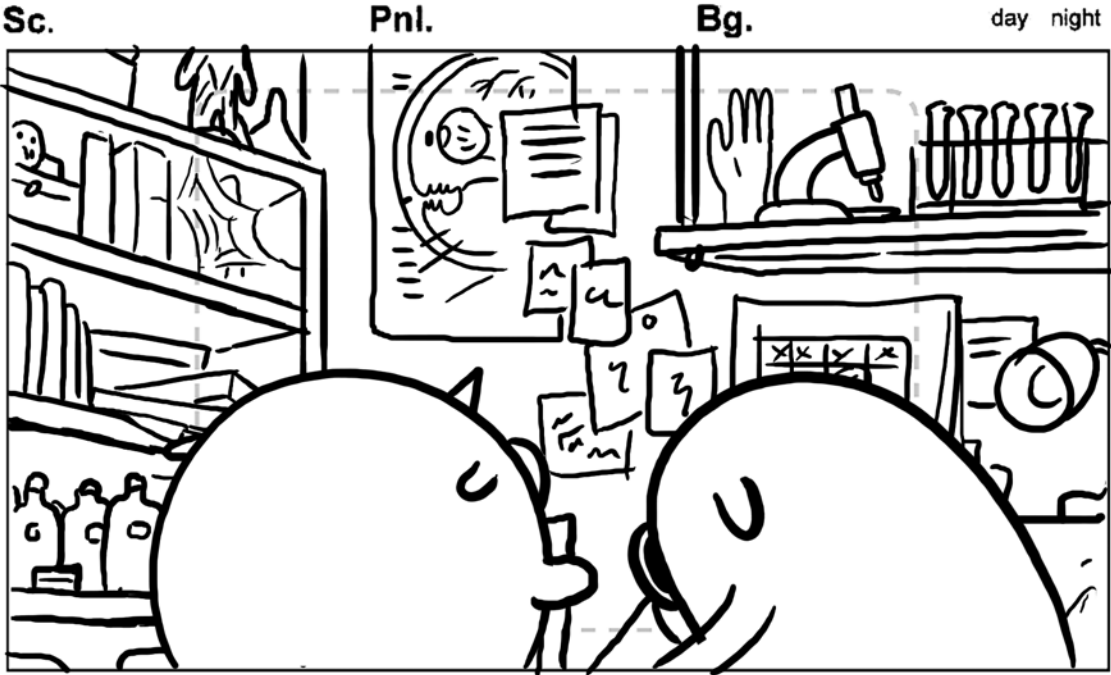
ADVENTURE TIME



Dialog:	TV / OH MY GLOB
Action:	J WALKS BY TV
Timing:	- SHUTS EYES - J PASSES BY

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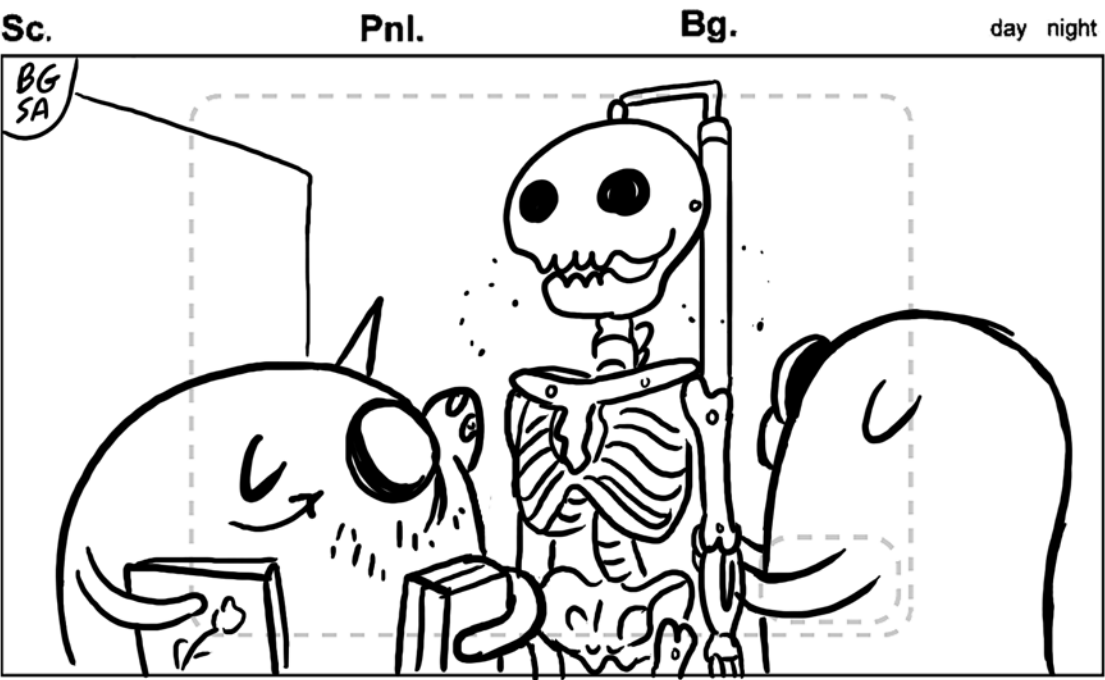
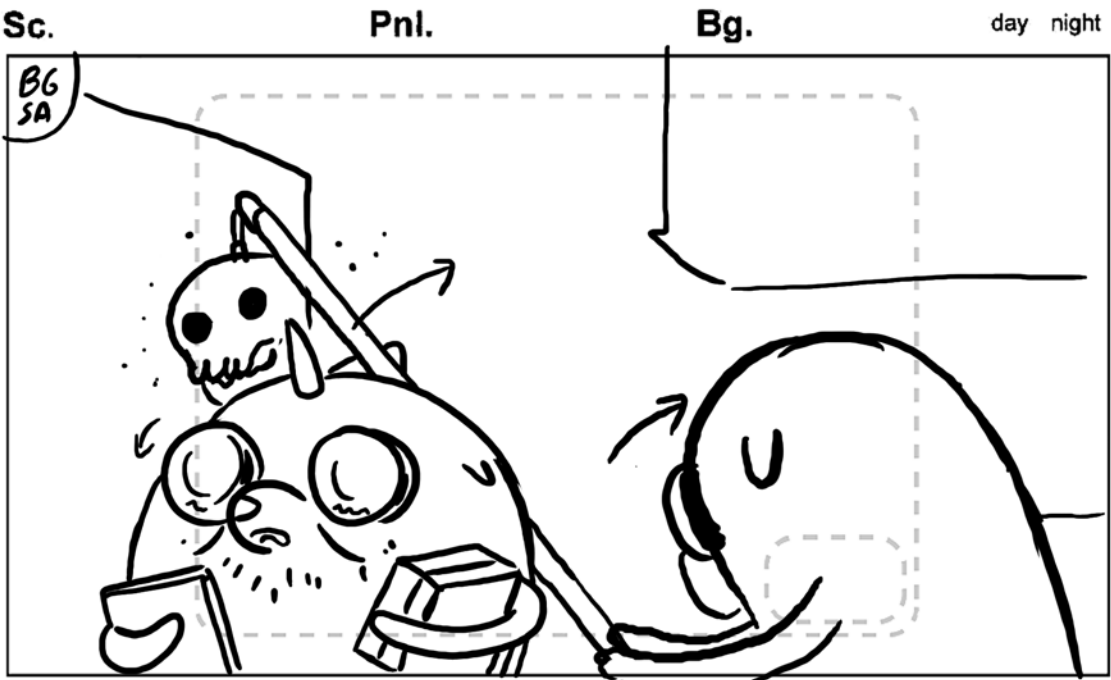
ADVENTURE TIME



Dialog:	TV/WE'RE TOO LATE!
Action:	- TV WHEELS AROUND - J BENDS DOWN
Timing:	

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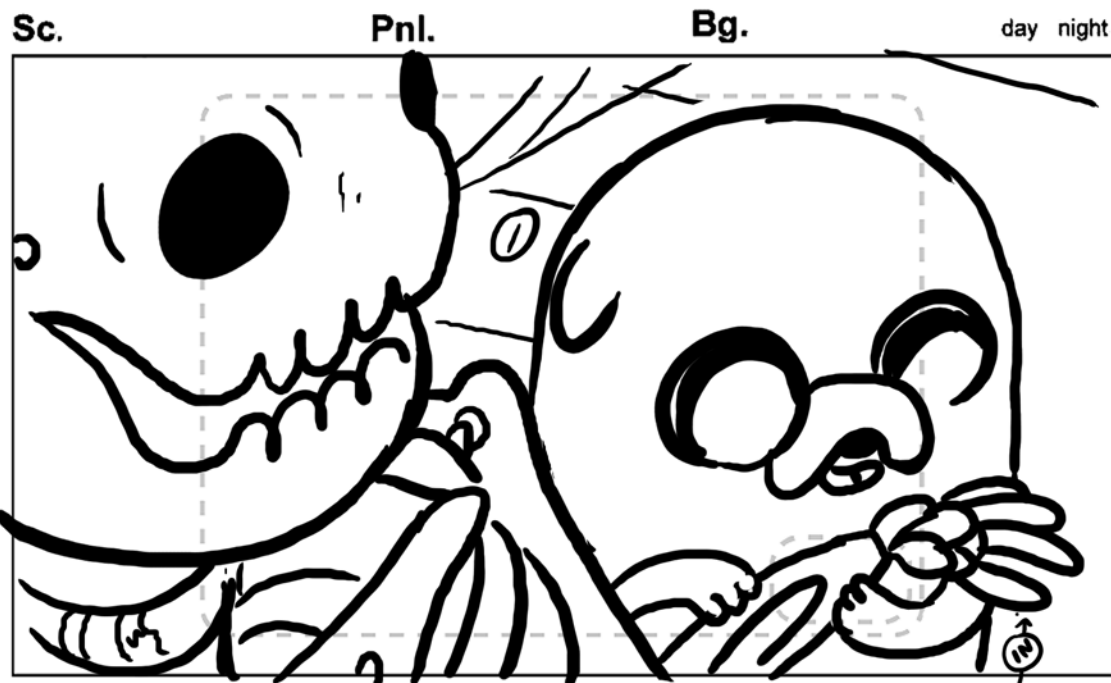
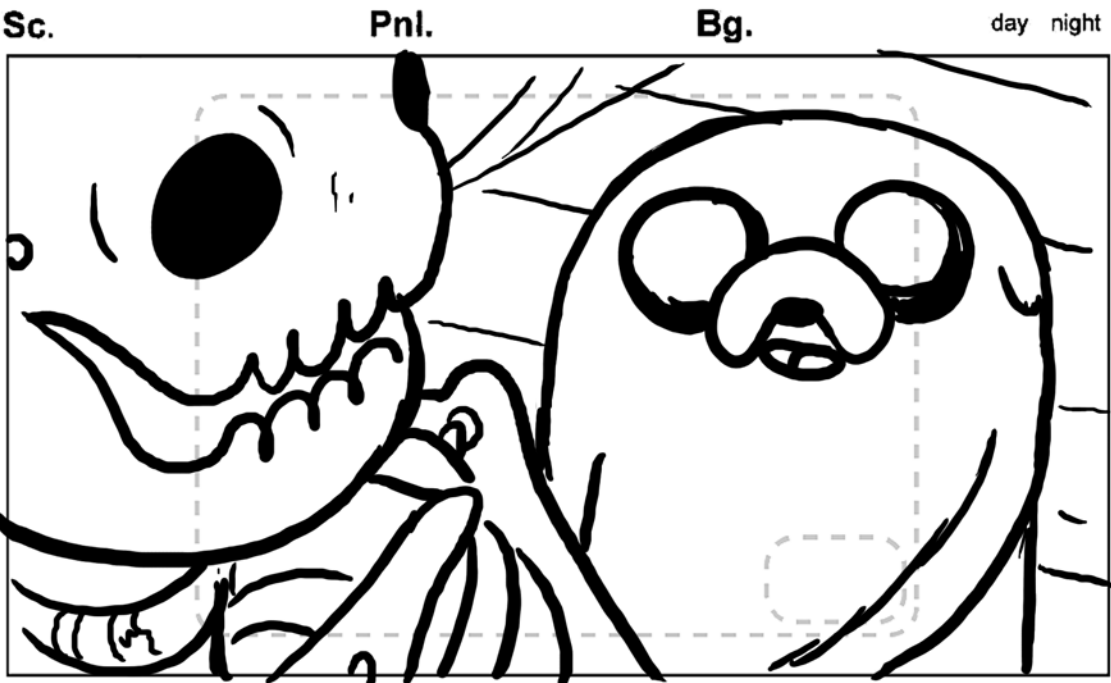
ADVENTURE TIME



Dialog:	TV/SHE WAS TOO GOOD FOR THIS CRUEL WORLD	J/ IT'S A MODEL
Action:	- JAKE RAISES SKELETON - DUST FLIES OFF	TV TURNS AS J STAND SKELETON UP
Timing:		

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ADVENTURE TIME



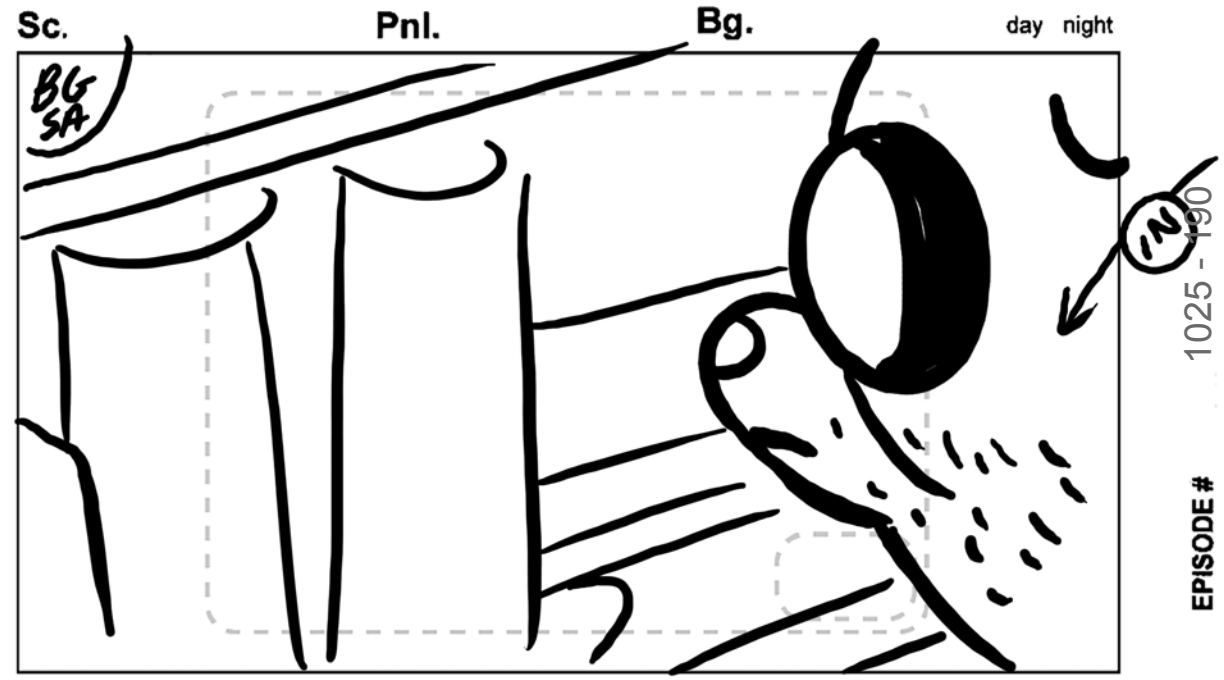
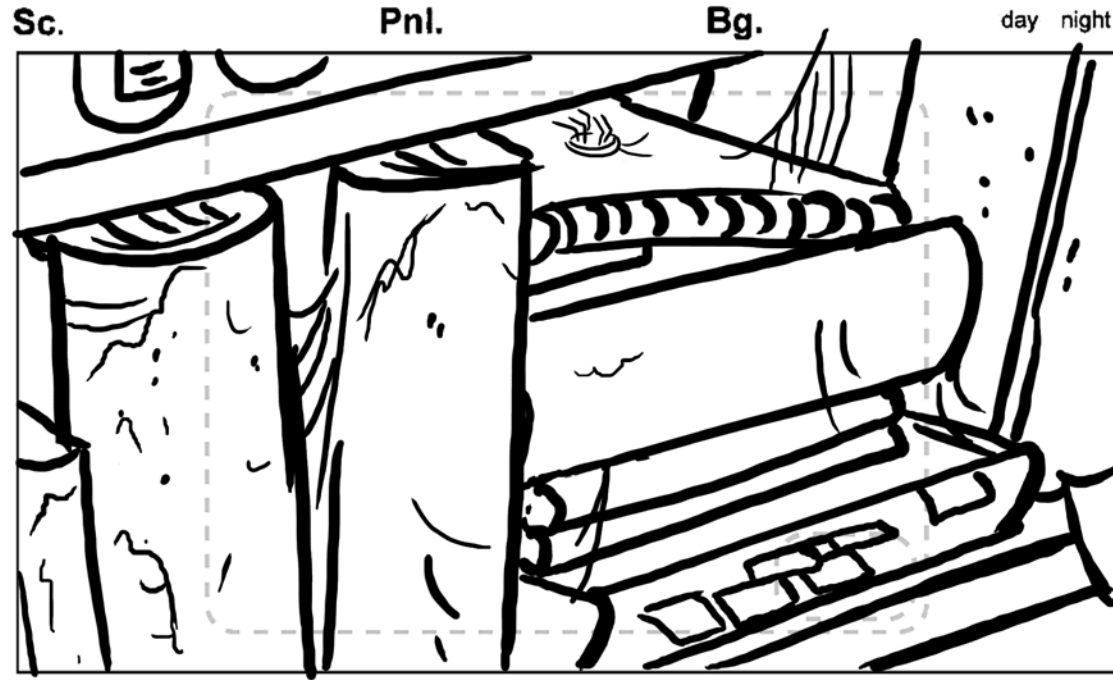
Dialog:	J/ IT'S PLASTIC	J/ HEEYYY
Action:	SFX/CLICKING PLASTIC	
Timing:	JAKE FLOPS HAND UP + DOWN - CYCLE ①②	

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ADVENTURE TIME



Page **242**



Dialog:

Action:

DUSTY / COBWEBBY BOOKS

TV BENDS DOWN TO LOOK
AT BOOKS

Timing:

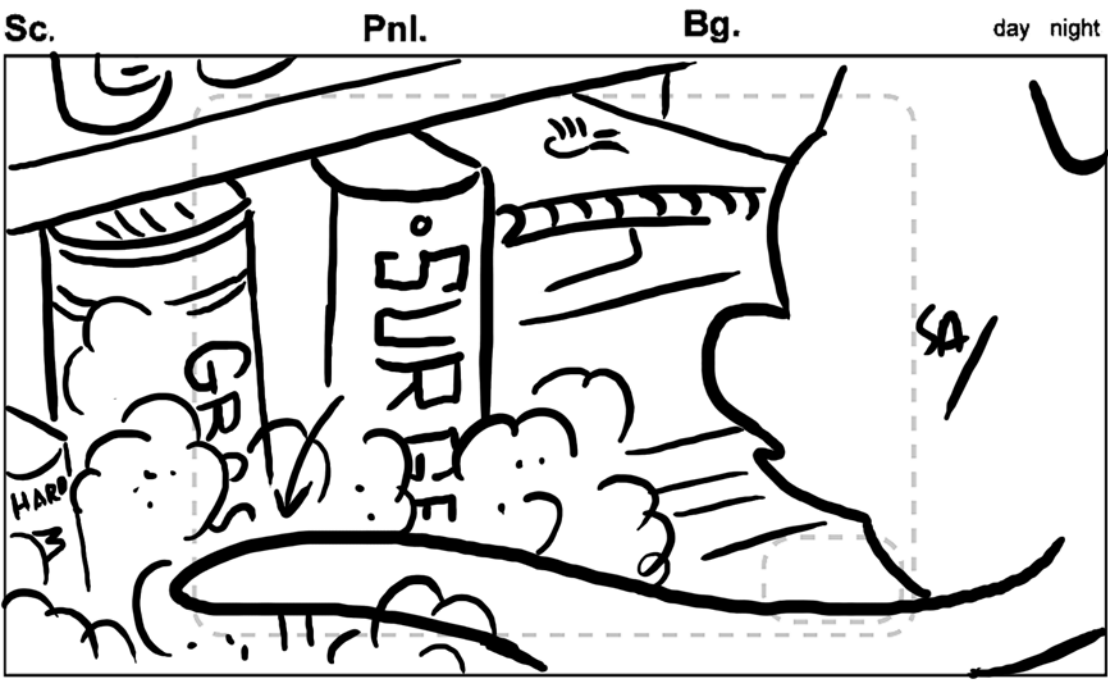
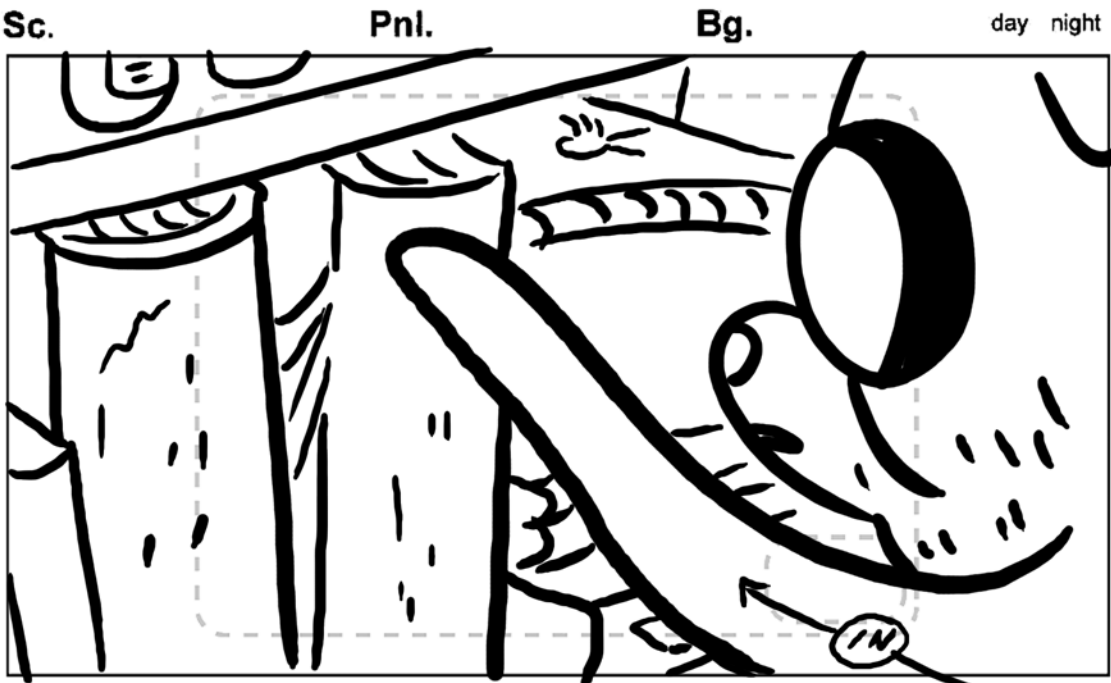
1025 - 1190

EPISODE #

Production :

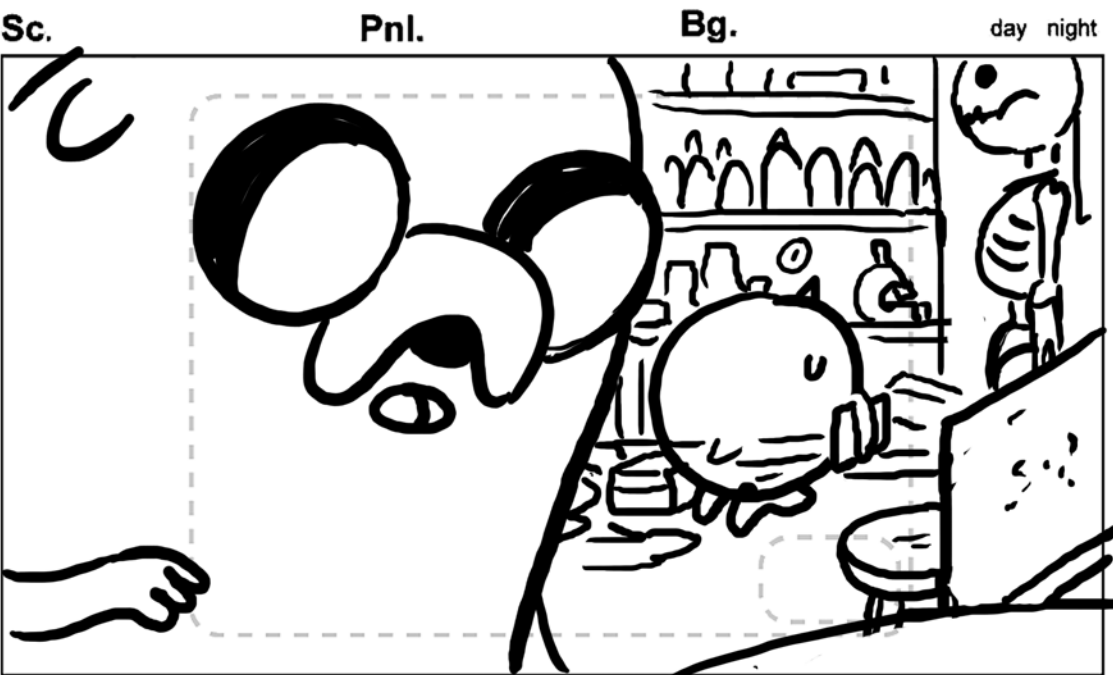
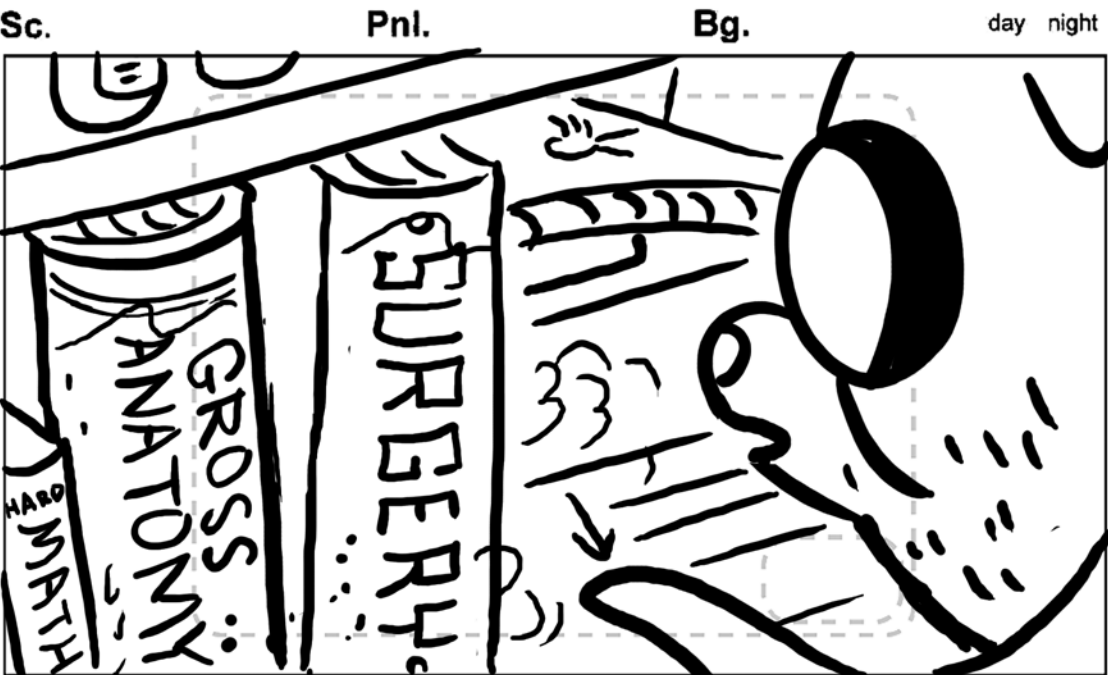
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ADVENTURE TIME



Dialog:		
Action:	REACHES IN	DUSTS BOOKS; TITLES ARE REVEALED
Timing:		

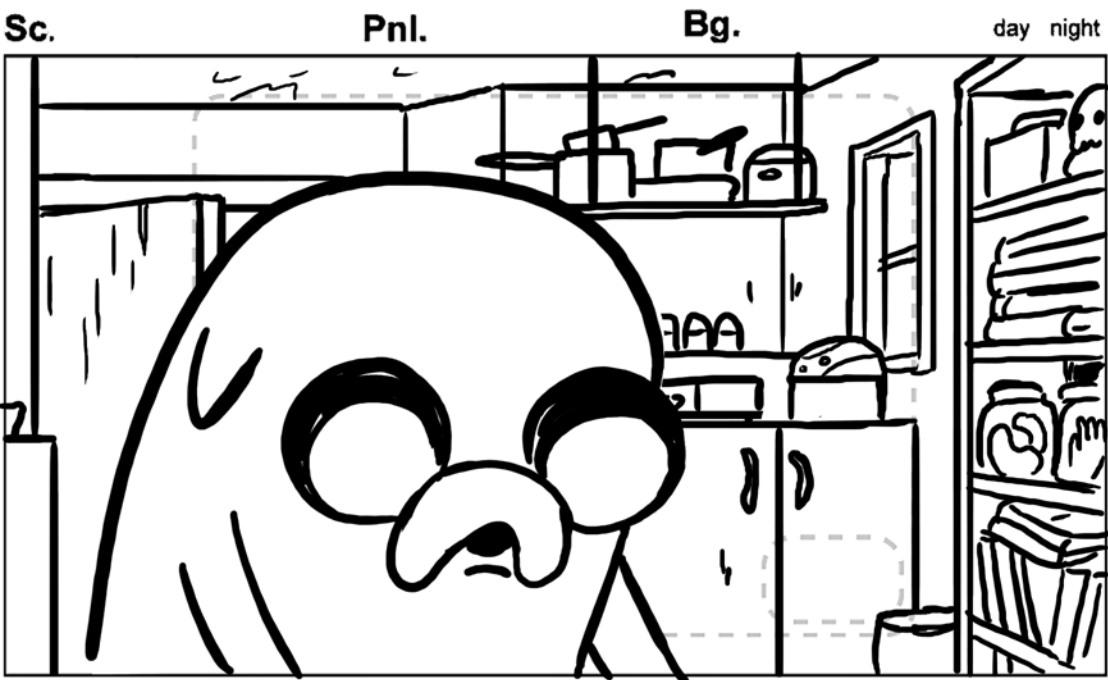
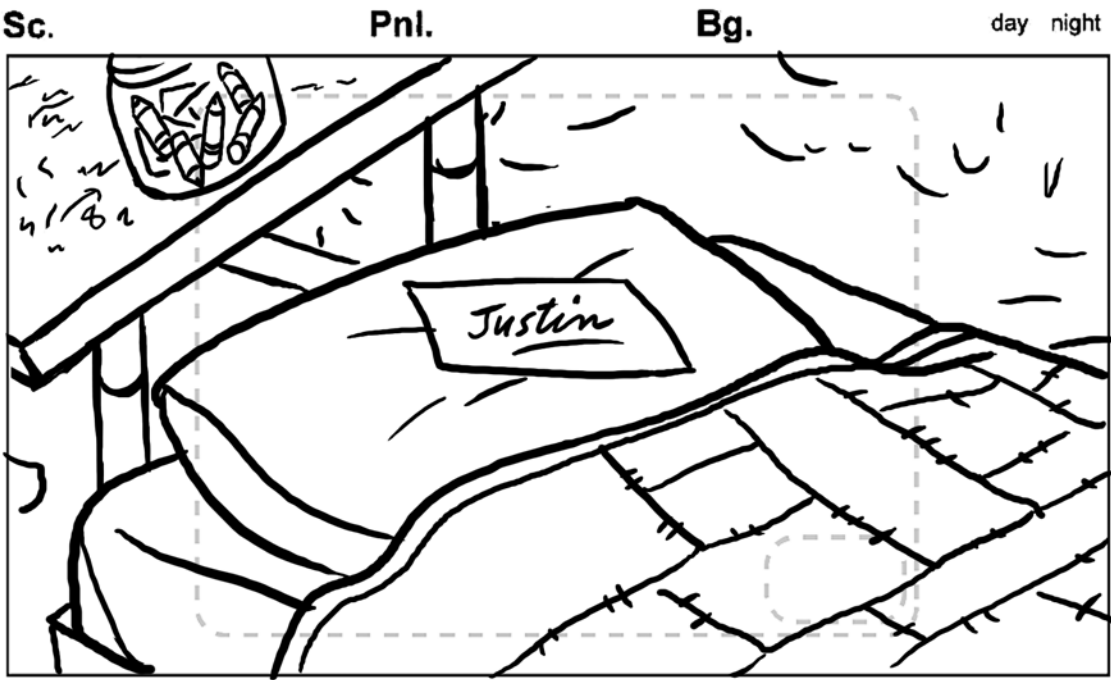
ADVENTURE TIME



Dialog:	TV/ MEDICAL TEXTBOOKS...!	J/ HEY! ② LOOK AT THIS!
Action:	② TV TURNS TO LOOK BACK	②
Timing:		

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ADVENTURE TIME

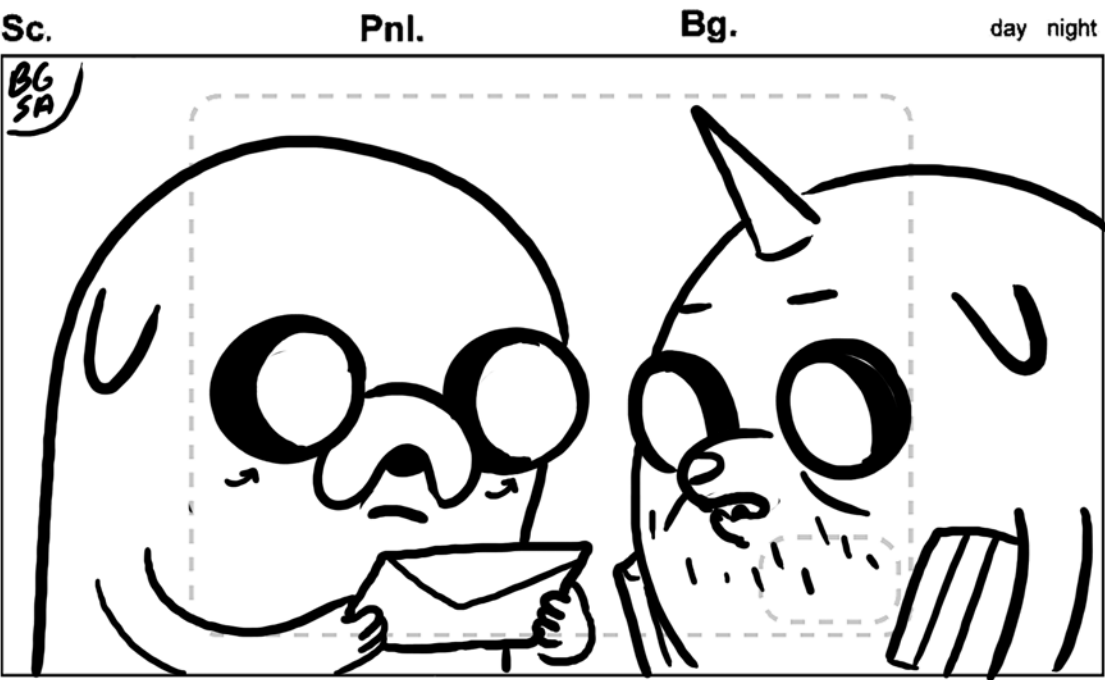
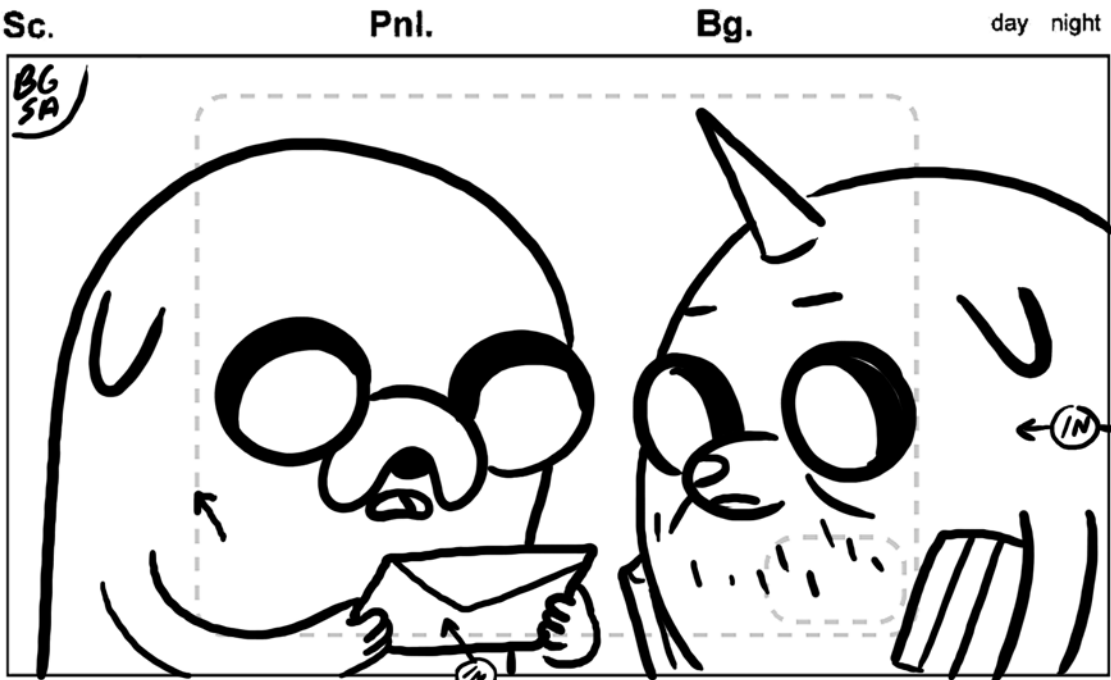


Dialog:	J (OS) / A LETTER...
Action:	J REACHING DOWN
Timing:	

ADVENTURE TIME



Page **246**



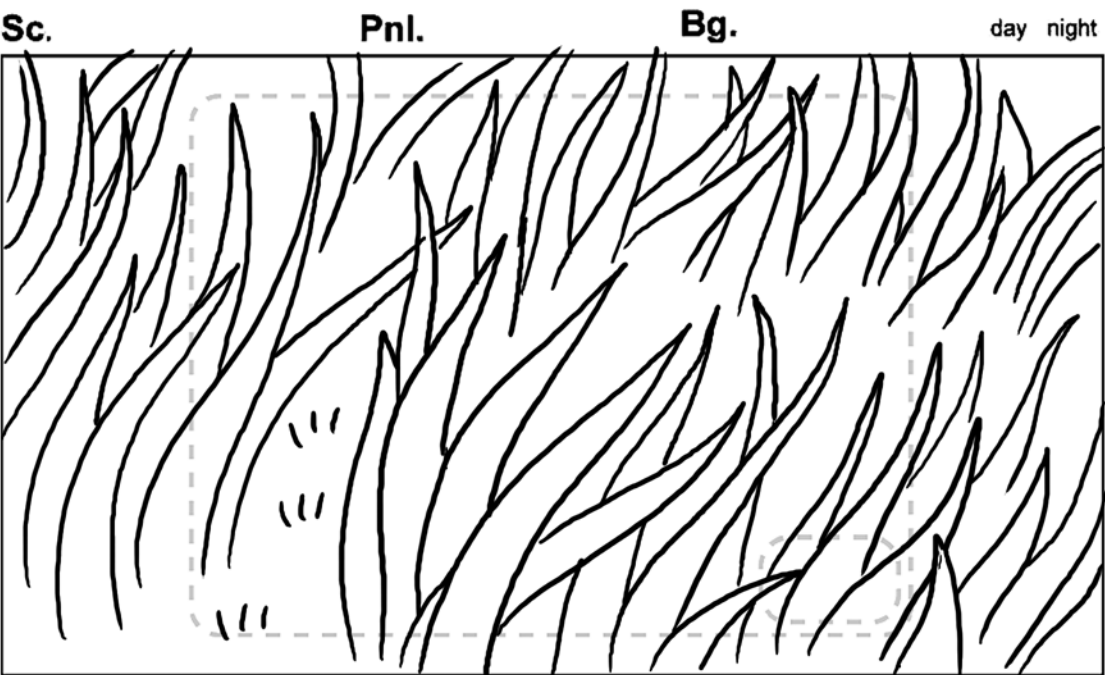
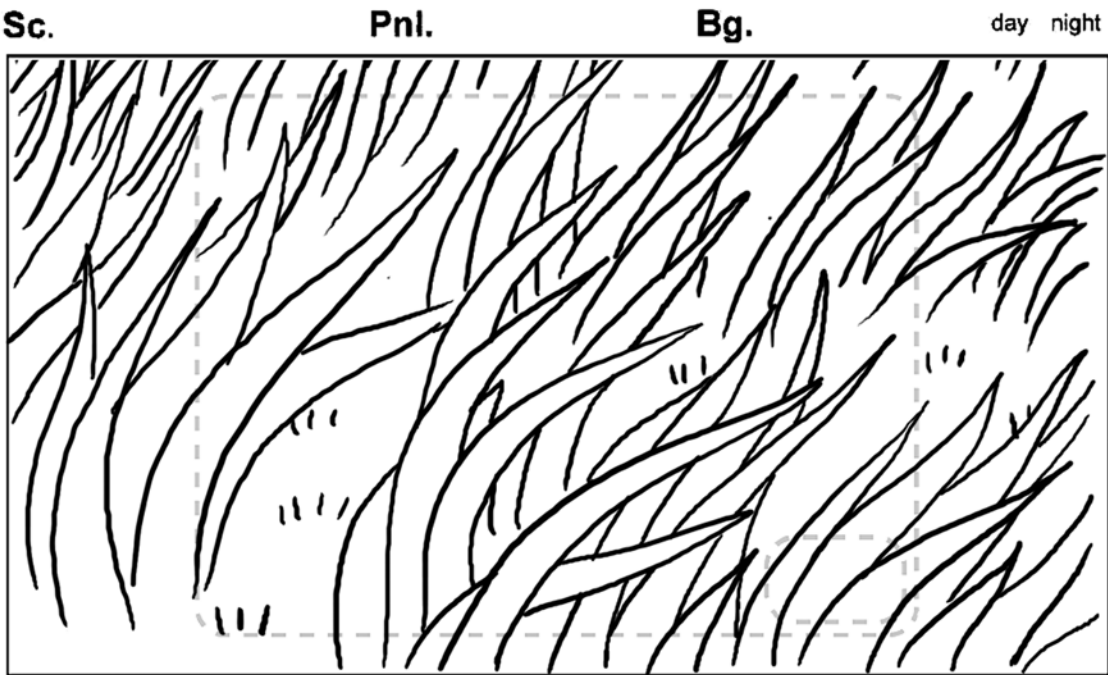
Dialog:	J/ MAYBE WE SHOULDN'T READ THIS...	TV/ YES WE SHOULD
Action:	TV ENTERS, J TAKES UP LETTER	J'S EYE'S LOOK AT TV
Timing:		

1025 - 190

EPISODE #

Production :

ADVENTURE TIME



Dialog:

BP/ DEAR JUSTIN
(VO)

Action:

(SOFT ANIME EFFECTS) ① POSE

GENTLE GRASS WAVING IN WIND - CYCLES ①②

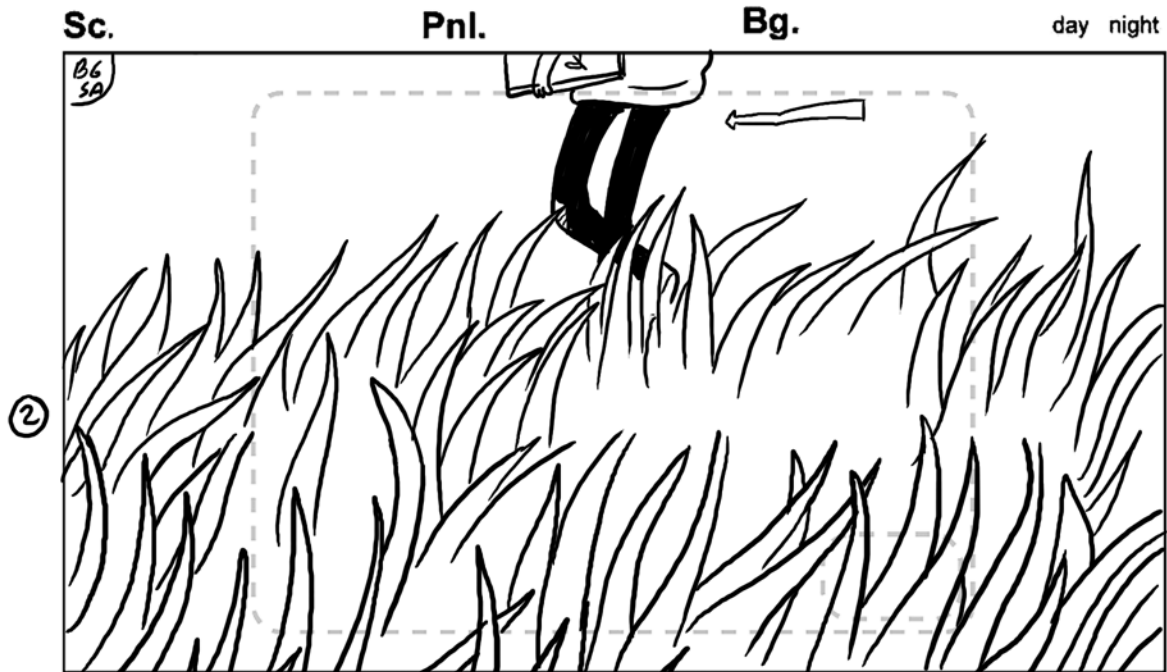
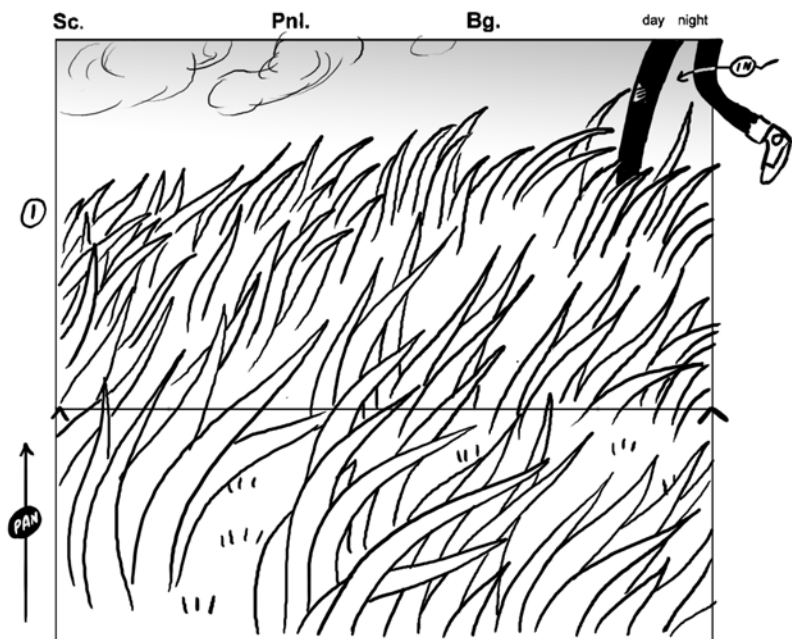
② POSE

Timing:

EPISODE # 1025 - 190

Production :

ADVENTURE TIME



Dialog:

→ I'M NOT SURE YOU'LL EVER
READ THIS LETTER →

Action: - PAN UP, AS GRASS CYCLES
- BP WALKING IN

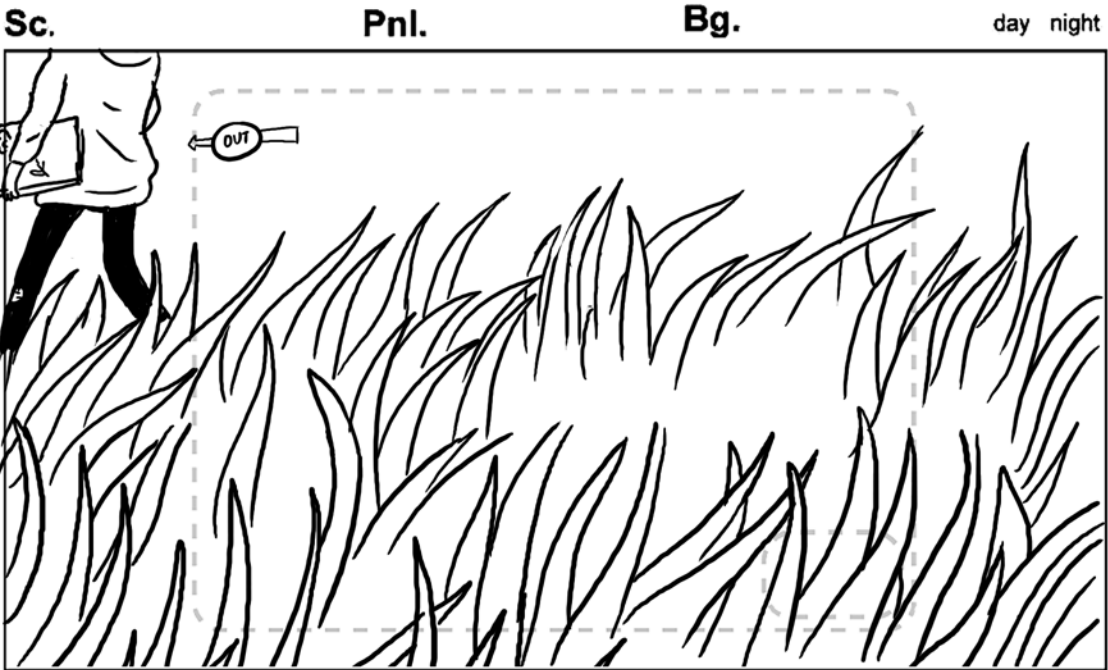
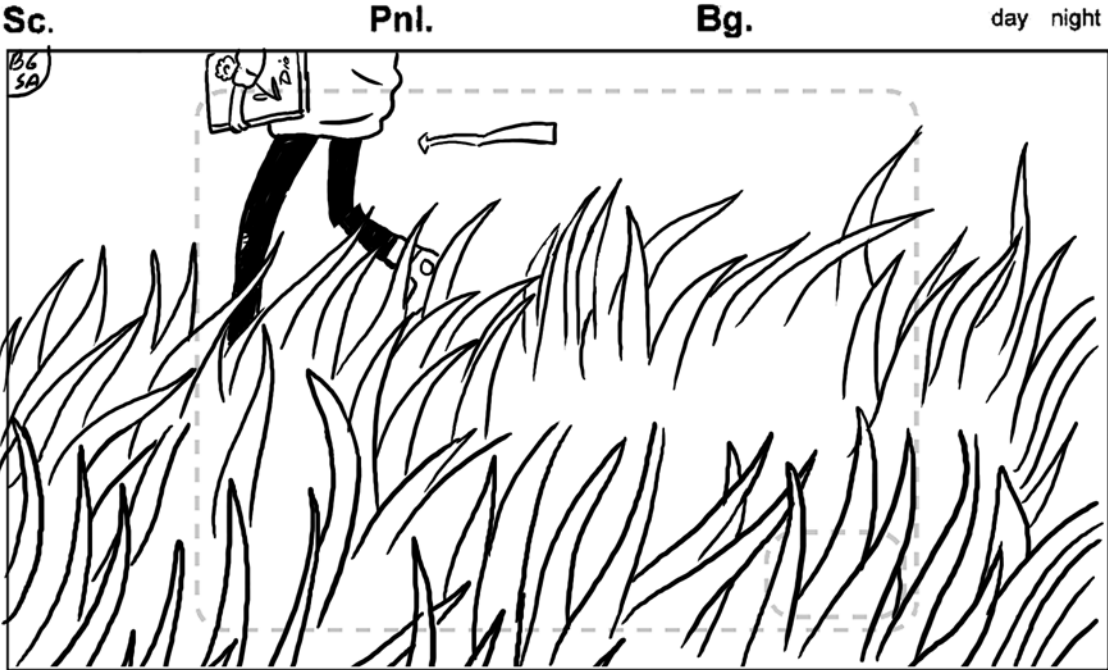
GENTLE GRASS WAVING IN WIND - CYCLES ①②

Timing:



REF FOR
BETSY
(BP)

ADVENTURE TIME



Dialog: → MAYBE I'M WRITING THIS MORE FOR MYSELF ANYWAY →

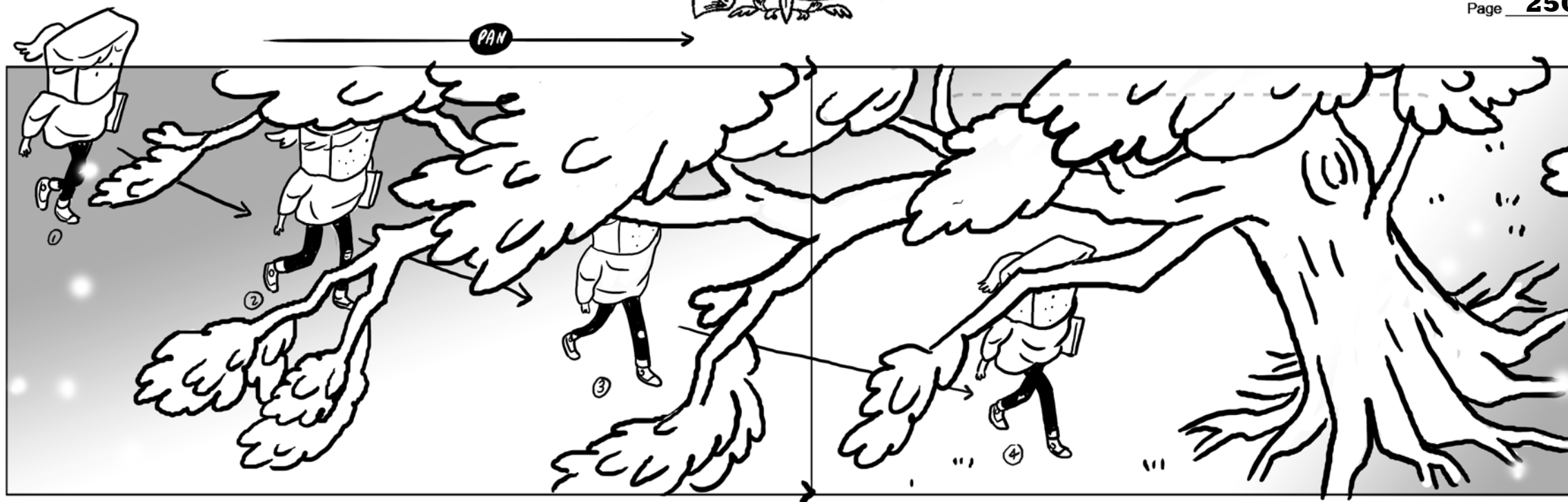
Action:

Timing:

ADVENTURE TIME



Page **250**



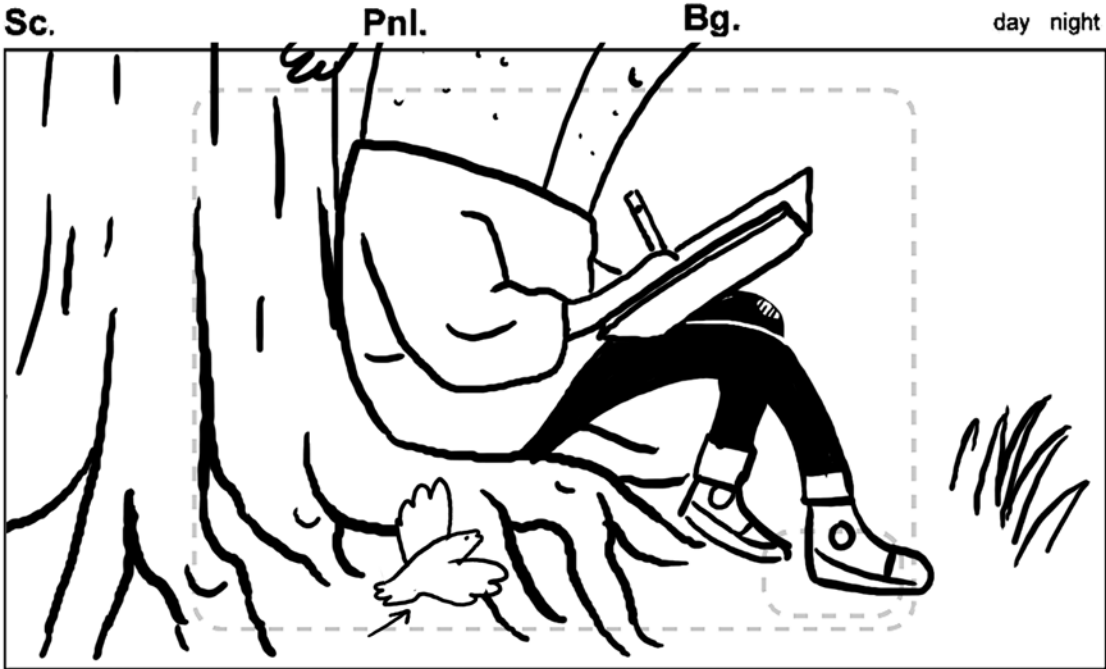
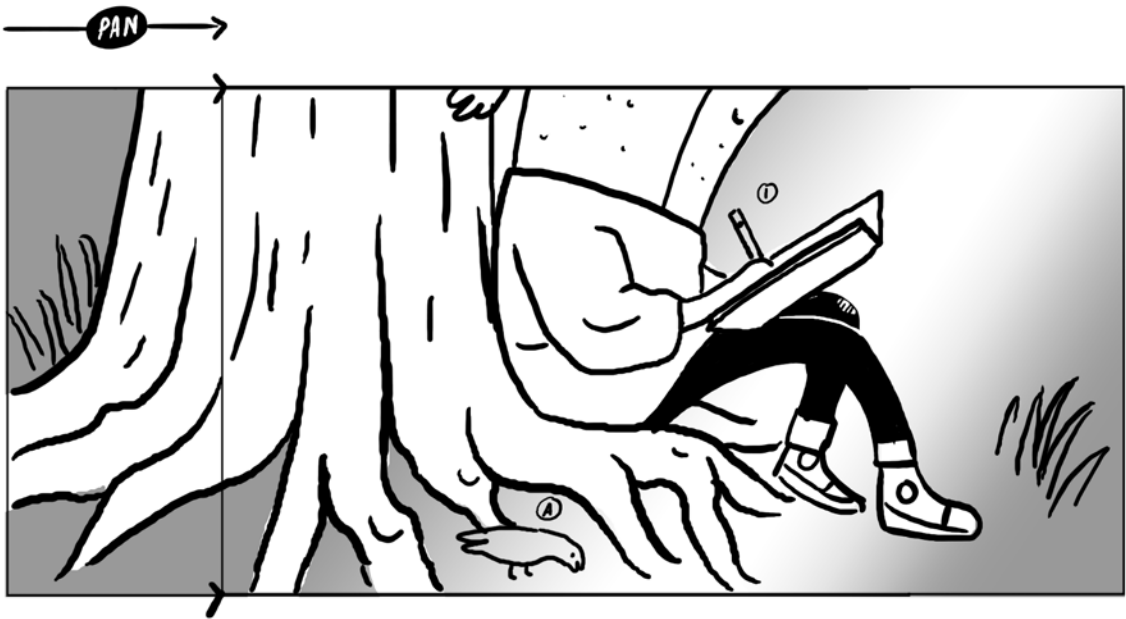
Dialog: BP/ (VO) YOU KNOW WHEN YOU'RE LITTLE AND THE FUTURE FEELS REALLY FAR AWAY? → YOU DON'T KNOW WHAT IT LOOKS LIKE → YOU JUST HOPE YOU'LL HAVE STUFF FIGURED OUT BY THEN	
Action: - SMOOTH PANS - BP WALKS UNDER TREE BRANCHES	
Timing:	

1025 - 190

EPISODE #

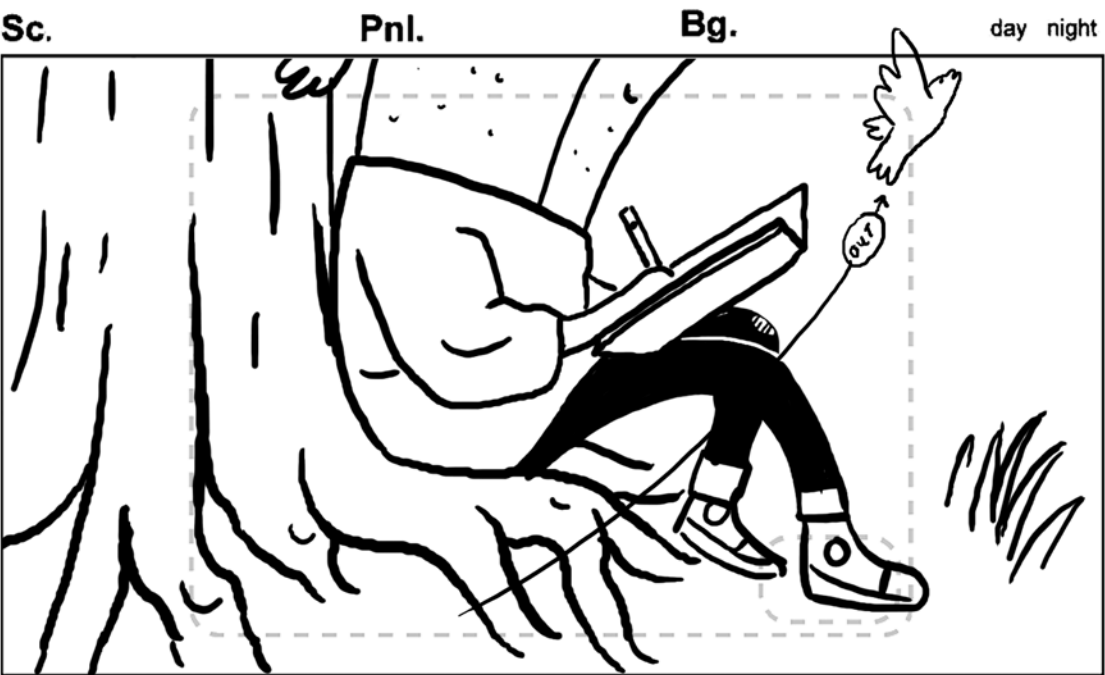
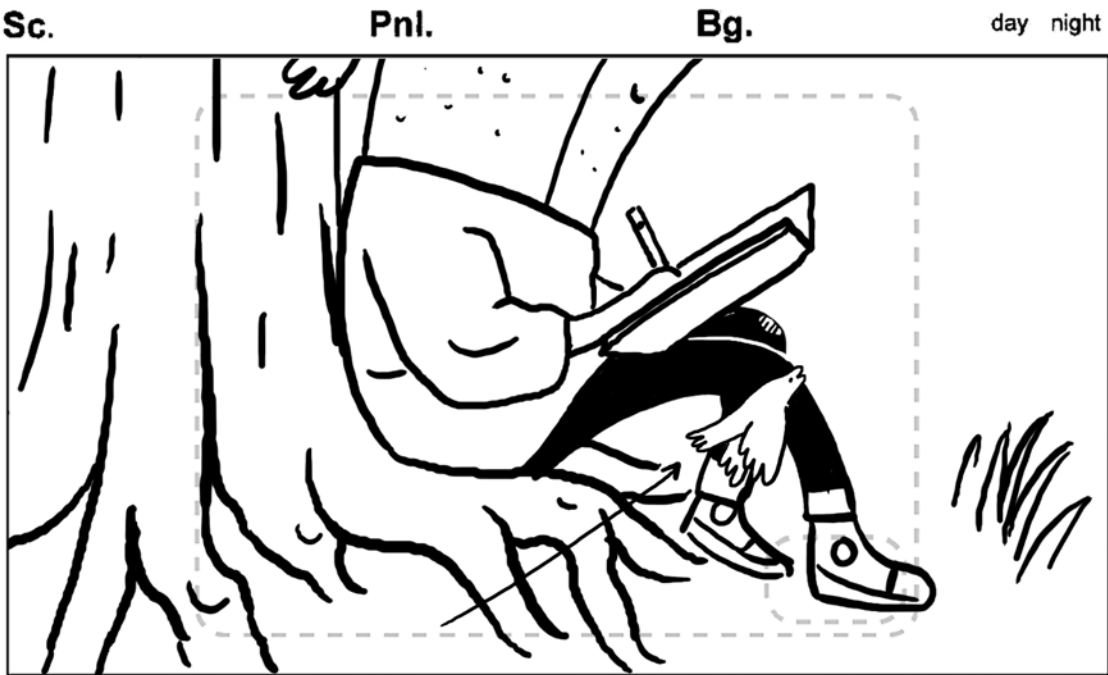
Production :

ADVENTURE TIME



Dialog:		BP / YOU'LL KNOW EXACTLY (VO) HOW TO ACT AND FEEL		→	
Action:	- SMALL, SLOW PAN			→	- BIRD STOPS, TAKES FLIGHT
	- PEN CYCLING ①②				
Timing:					

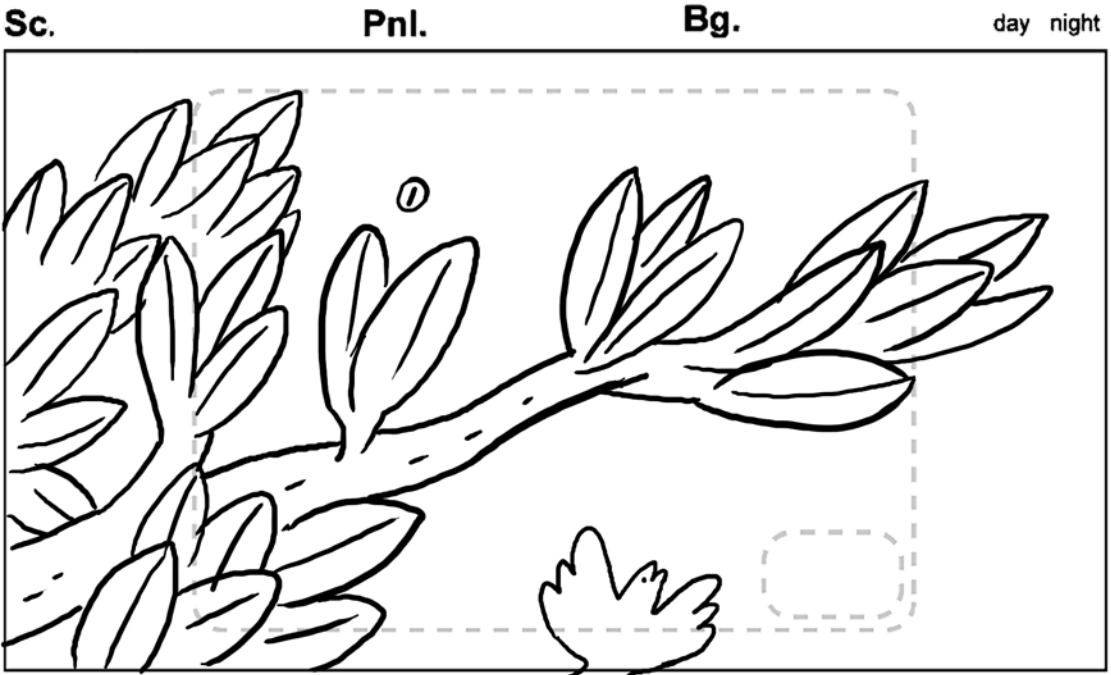
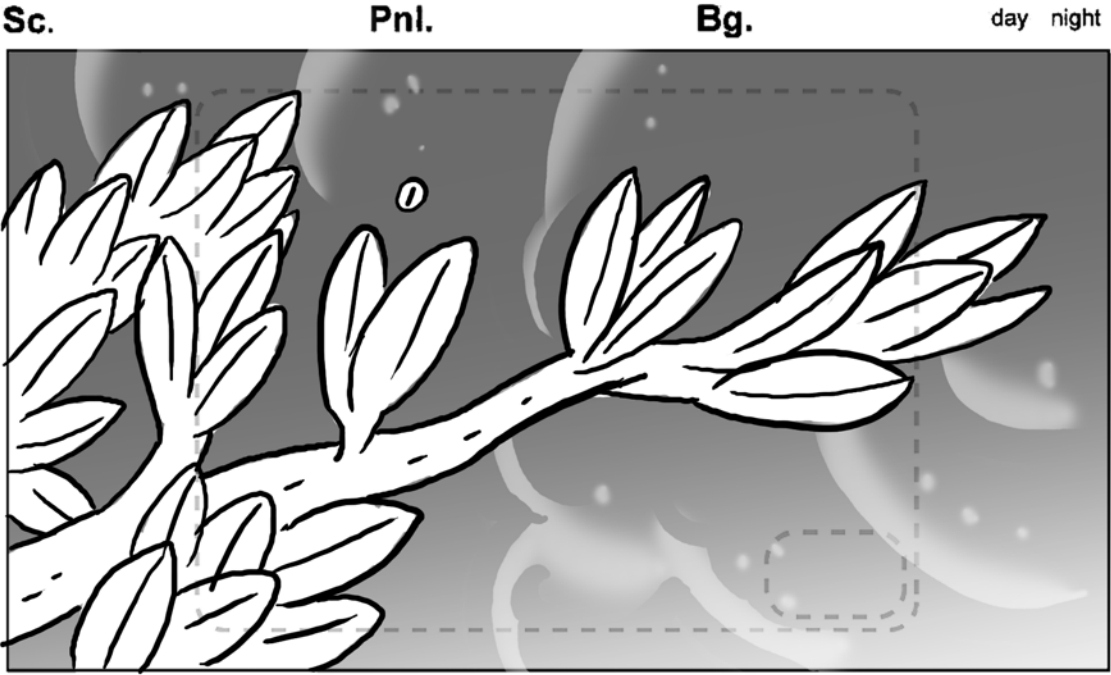
ADVENTURE TIME



Dialog:	→ AND CONQUERED YOUR FEARS →
Action:	- BIRD FLIES - PEN CYCLING ①② → - BIRD OUT
Timing:	

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ADVENTURE TIME

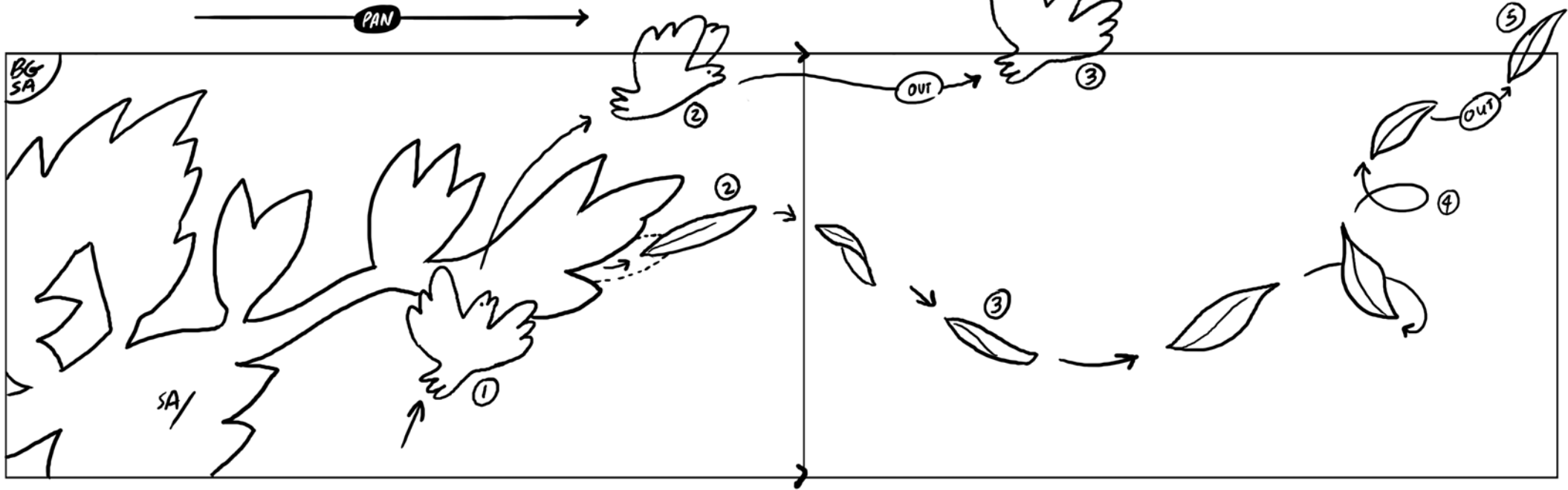


Dialog:	
NEVER FEEL DUMB OR UNCOMFORTABLE	
Action: -BRANCH WAVES GENTLY -CYCLE ①②	-BIRD IN
Timing:	



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ADVENTURE TIME



Dialog:					
<p>→ YOU DON'T THINK ABOUT HOW YOU'LL ACTUALLY GET THERE → THE MIDDLE PARTS; BETWEEN NOW AND THEN → THE MIDDLE PARTS SUCK!</p>					
Action:	- PANNING RIGHT	① BIRD PASSES OVER BRANCH	② - LEAF DEPARTS BRANCH - BIRD SKIRTS TOP OF FRAME	③ - BIRD OUT - LEAF FLUTTERS/ FLOWS DOWN	④ LOOPS UP ⑤ LEAF OUT
Timing:					

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ADVENTURE TIME



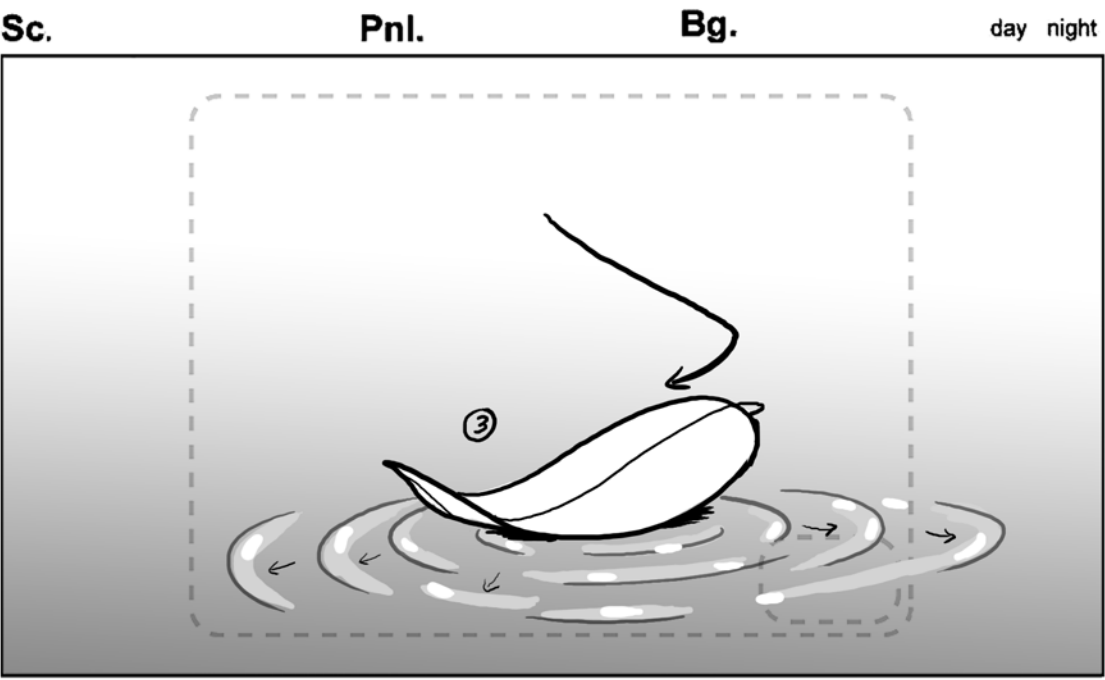
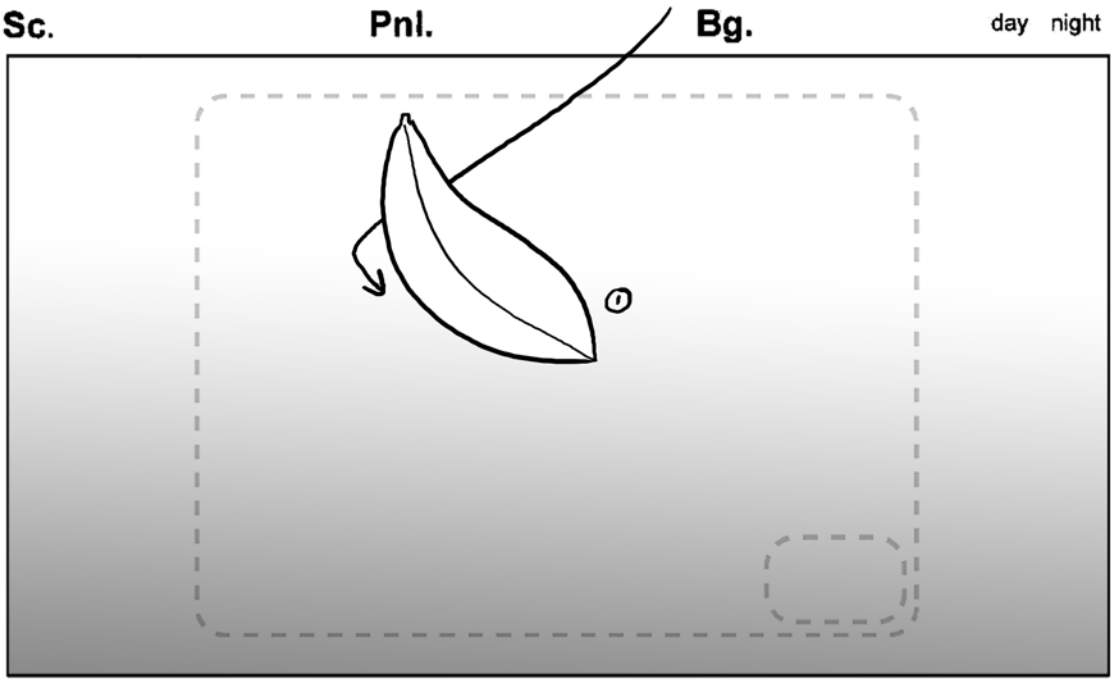
Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:	BP (VO) / WHICH IS WHY I SPLIT, I GUESS	→	WHICH WAS NOT COOL	→
Action:	ENTER LEAF			
Timing:				

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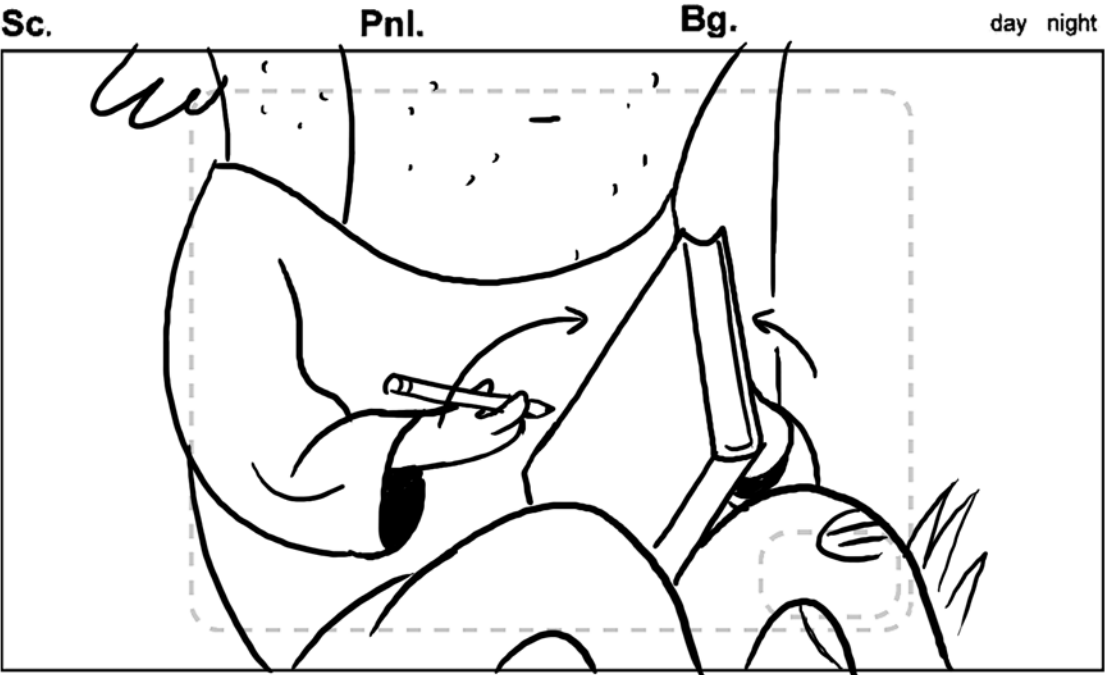
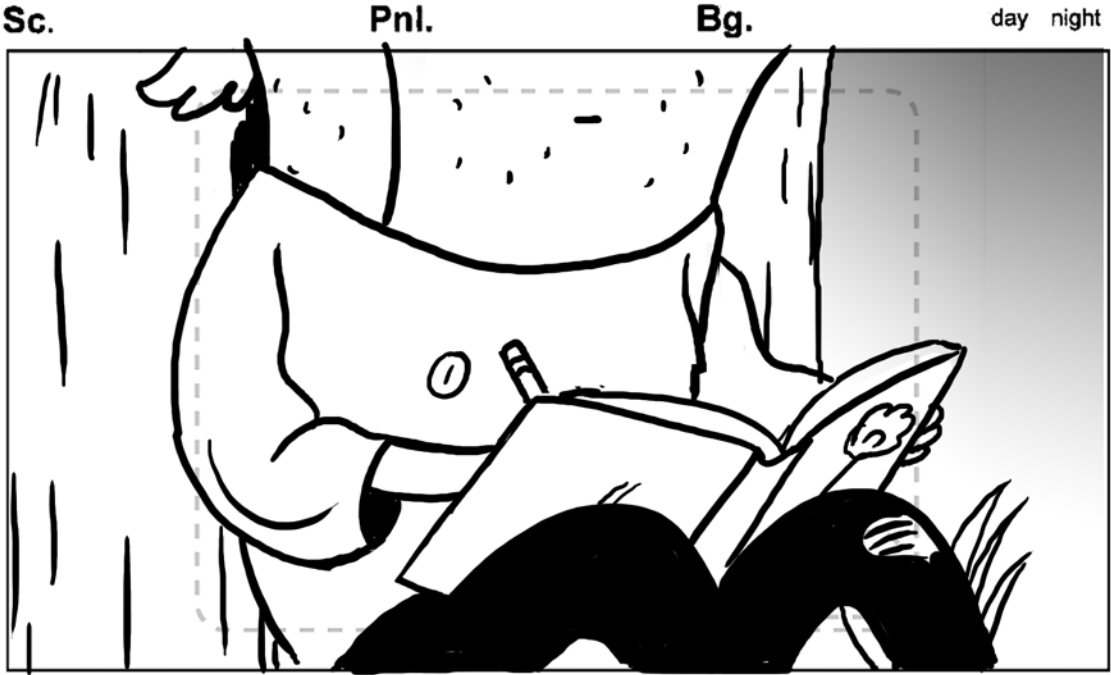
ADVENTURE TIME



Dialog:	
<p>_____ → I SHOULD HAVE TALKED TO YOU INSTEAD OF BEING AFRAID OF HURTING YOUR FEELINGS</p>	
Action:	
① LEAF FLOATS DOWN GENTLY	② SHADOW AS LEAF TOUCHES DOWN ON SURFACE
Timing:	

③ RIPPLES ON 'WATER' RADIATE OUT

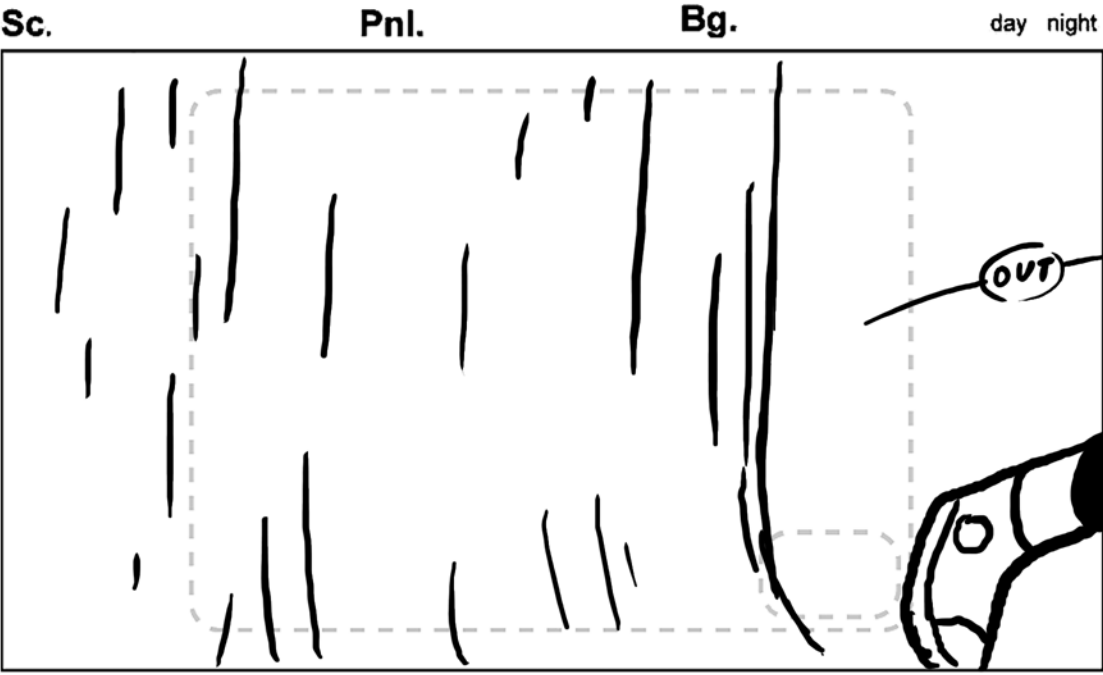
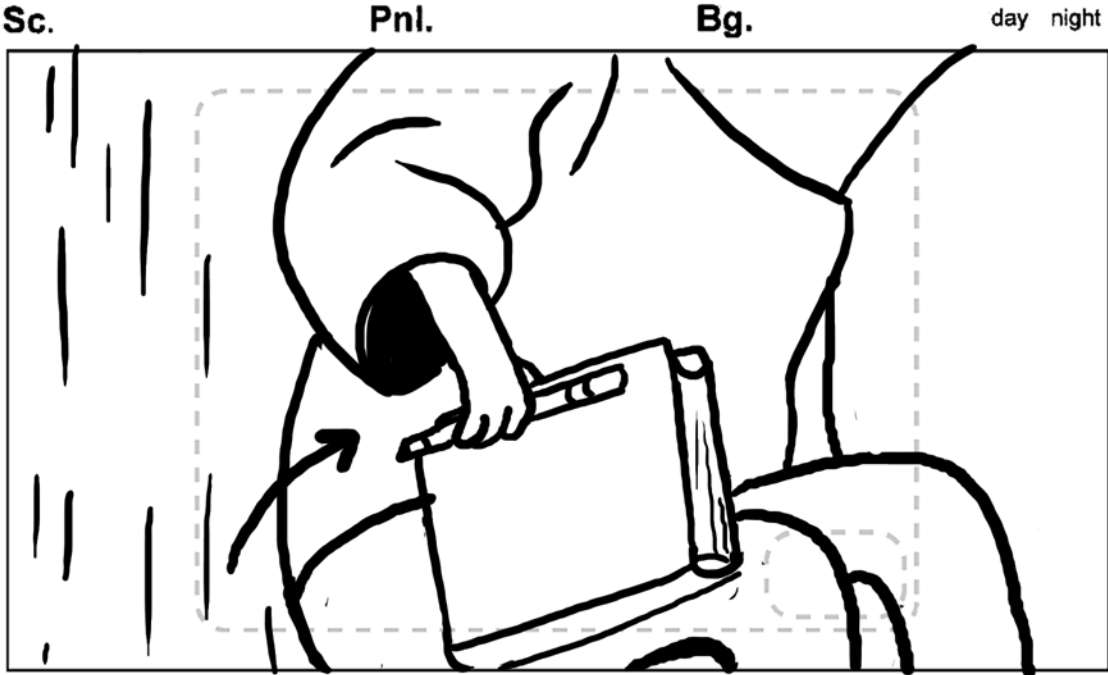
ADVENTURE TIME



Dialog:	BP / OK, SO RIDING OUT YOUR TEEN YEARS IS PRETTY DRAMATIC	→ BUT DO YOU KNOW HOW MUCH READING YOU CAN GET DONE IN A CAVE—?	→
Action:	② - RAISES PENCIL		- CLOSES THE DIARY
Timing:			

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ADVENTURE TIME

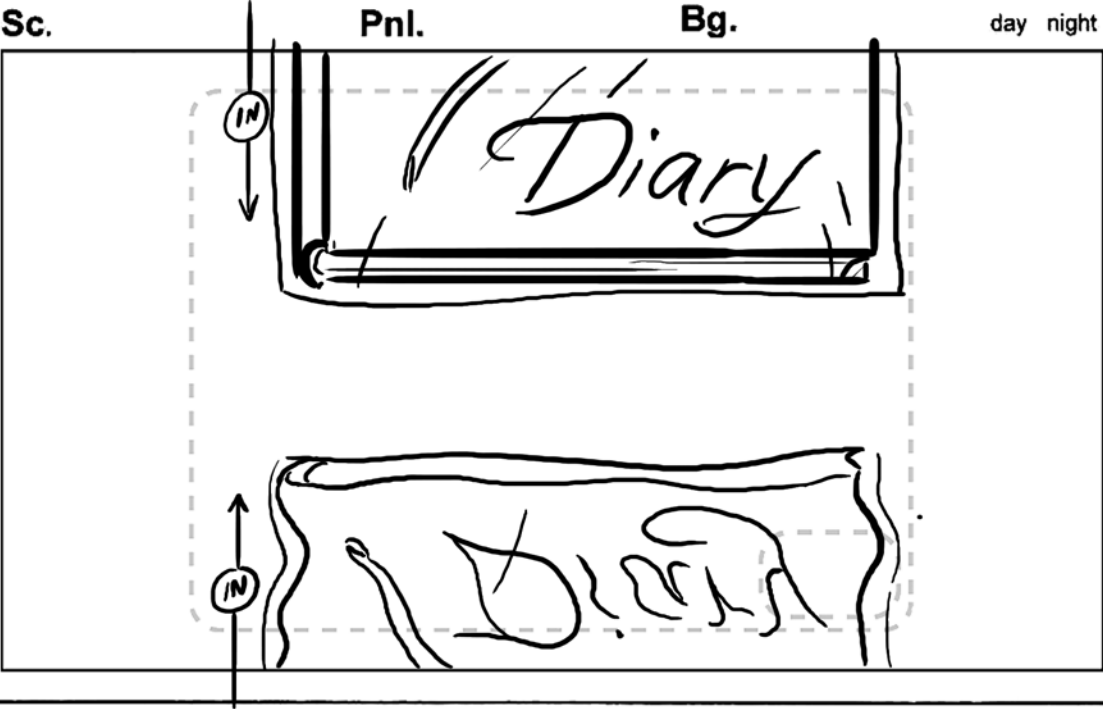
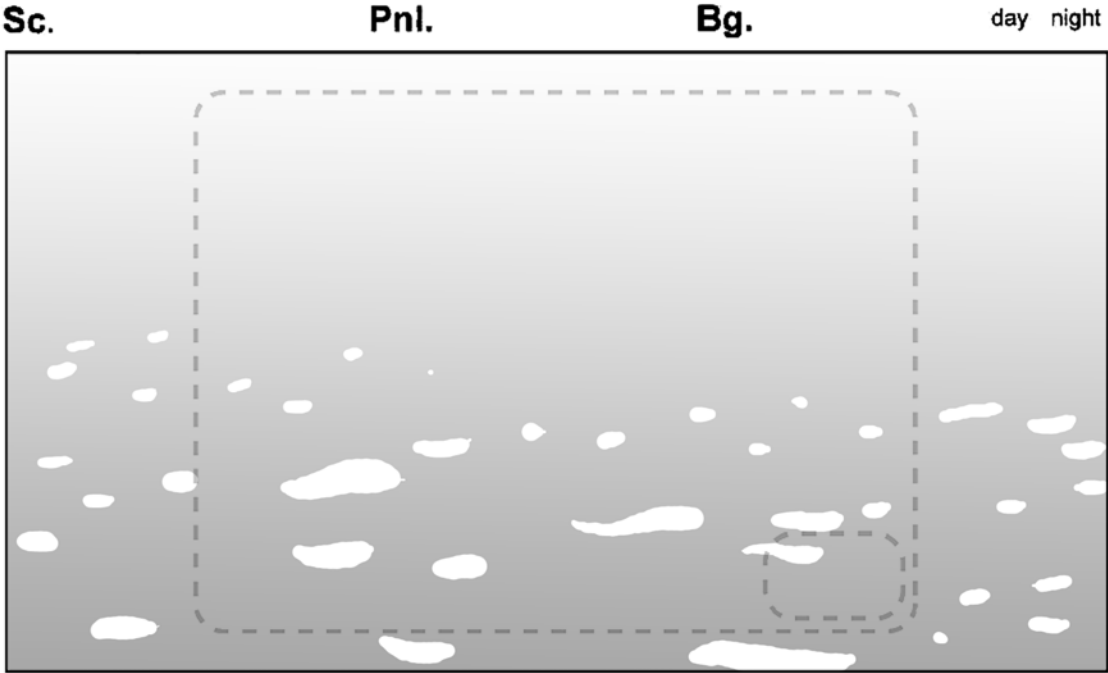


EPISODE # 1025 - 190

Dialog:	I FIGURED OUT A CURE FOR MY CRAB-HAND! JAKE (VO) / TOLDJA! PRETTY COOL, RIGHT?	
Action:	BP GETS UP	BP OUT
Timing:		

Production :

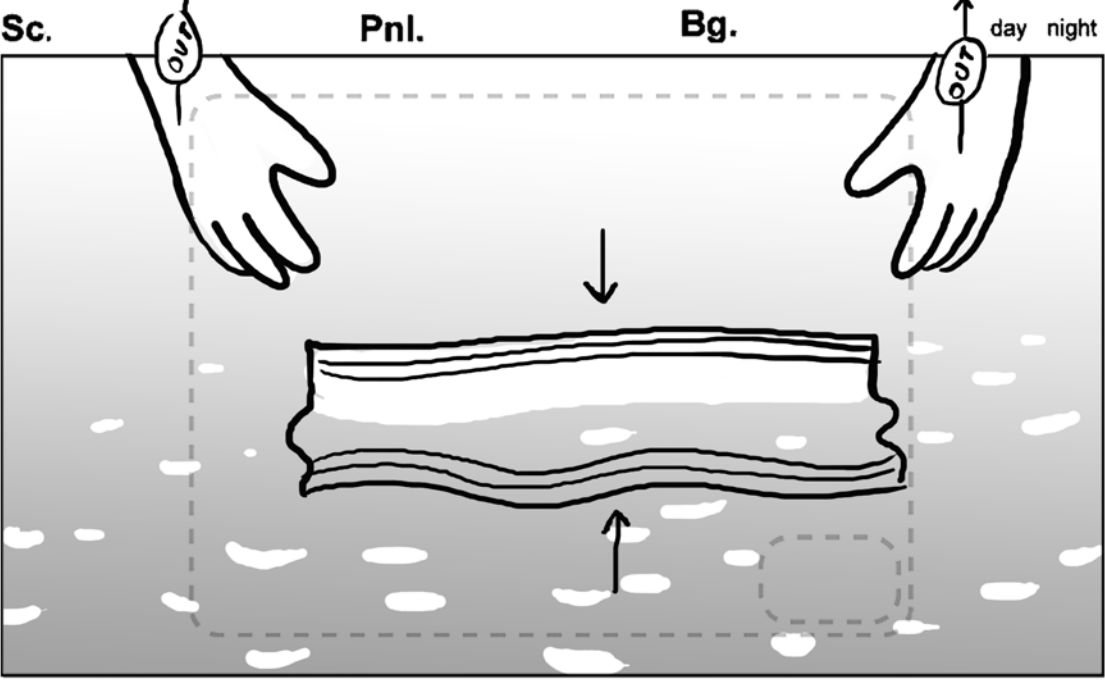
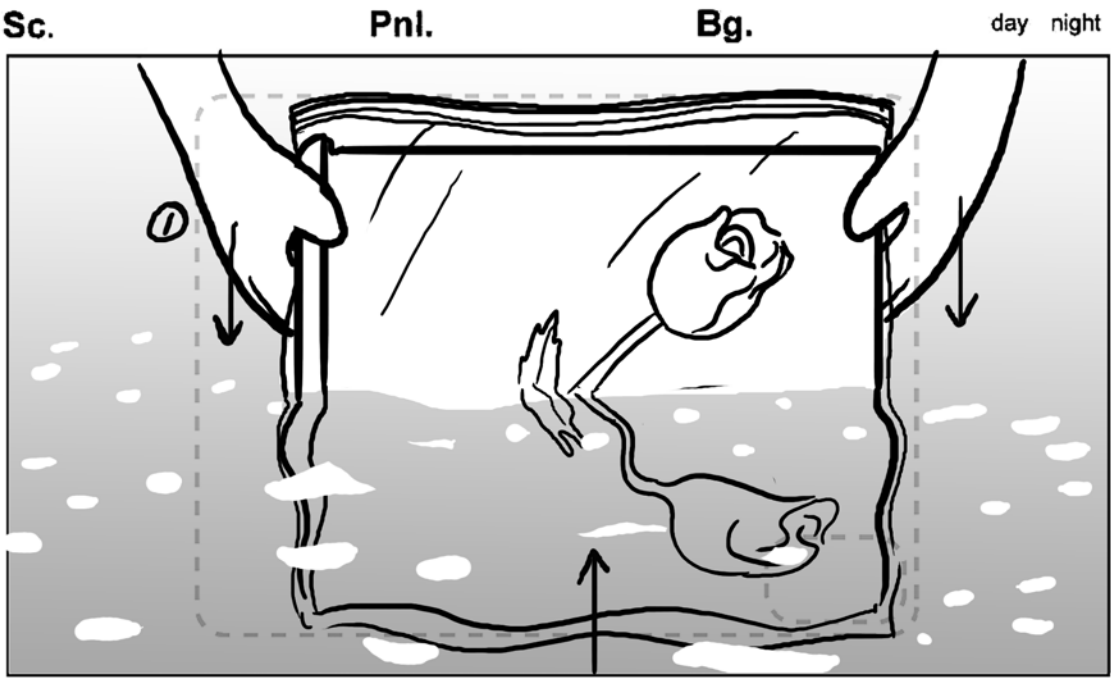
ADVENTURE TIME



Dialog:	BP / OH JUSTIN, I HOPE (VO) / YOU'RE NOT TOO UPSET
Action:	- WATER - DIARY (IN ZIPLOC) DESCENDS, IT'S REFLECTION ASCENDS
Timing:	

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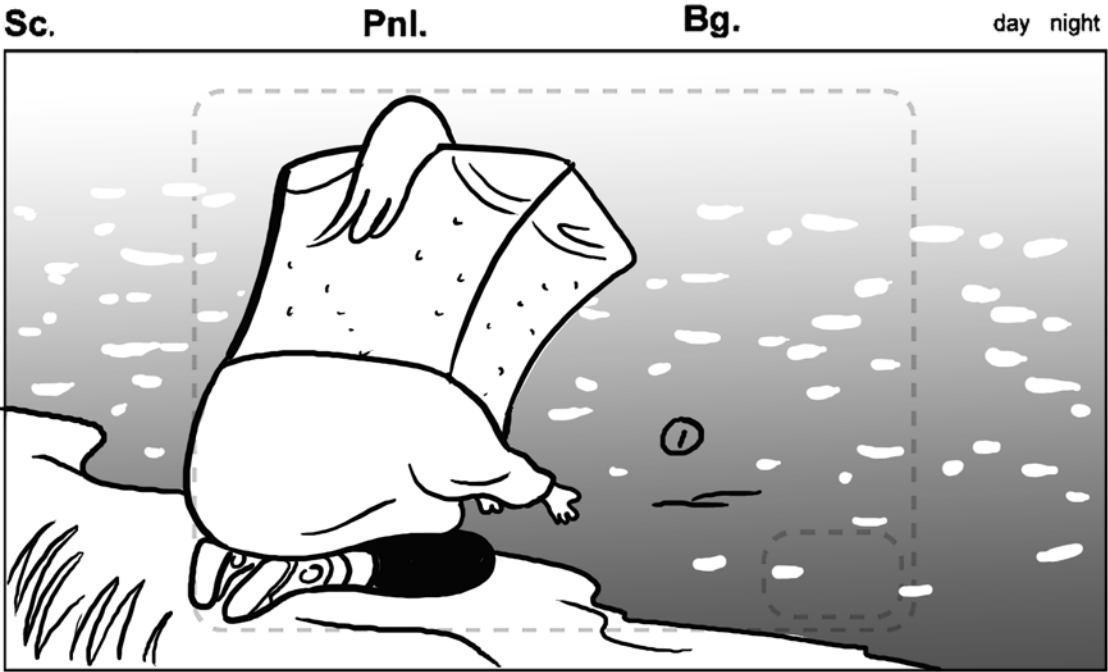
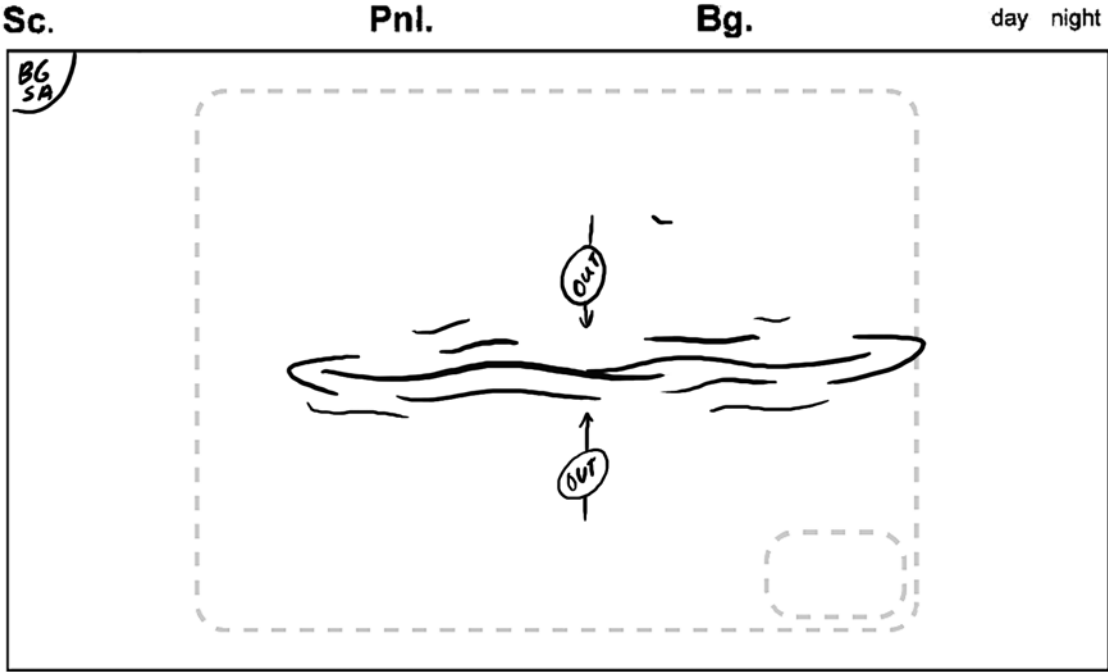
ADVENTURE TIME



Dialog:	AND I HOPE YOU DIDN'T SPEND TOO MUCH MONEY ON THAT BIRTHDAY PRESENT
Action:	HANDS SLIPPING DIARY IN - HANDS OUT
Timing:	

EPISODE # 1025 - 190
Production :

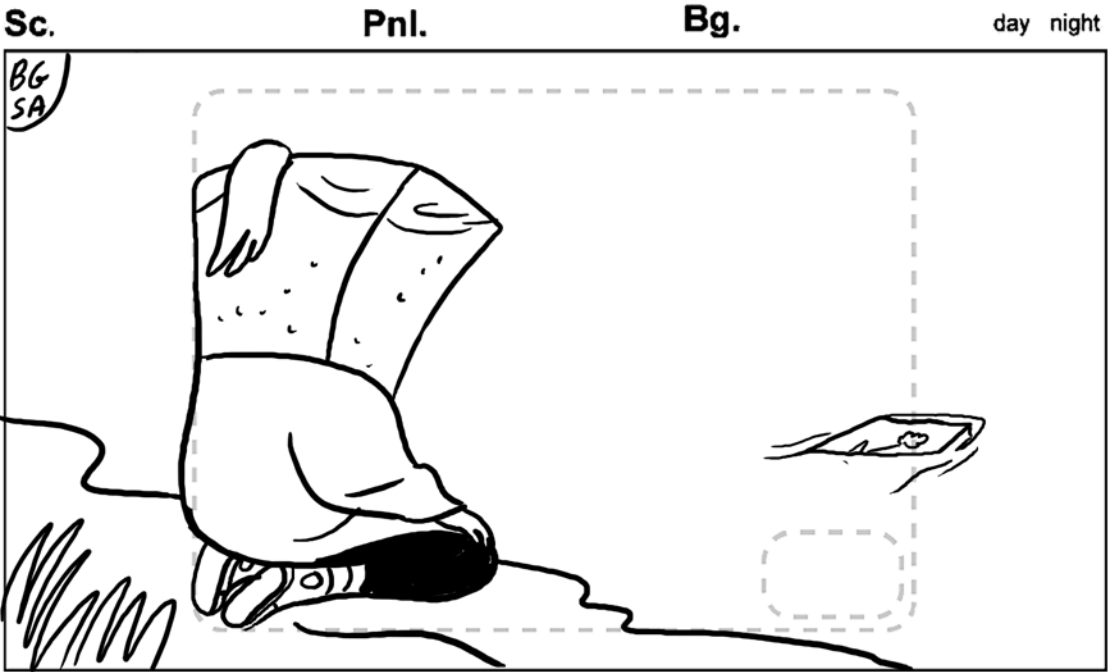
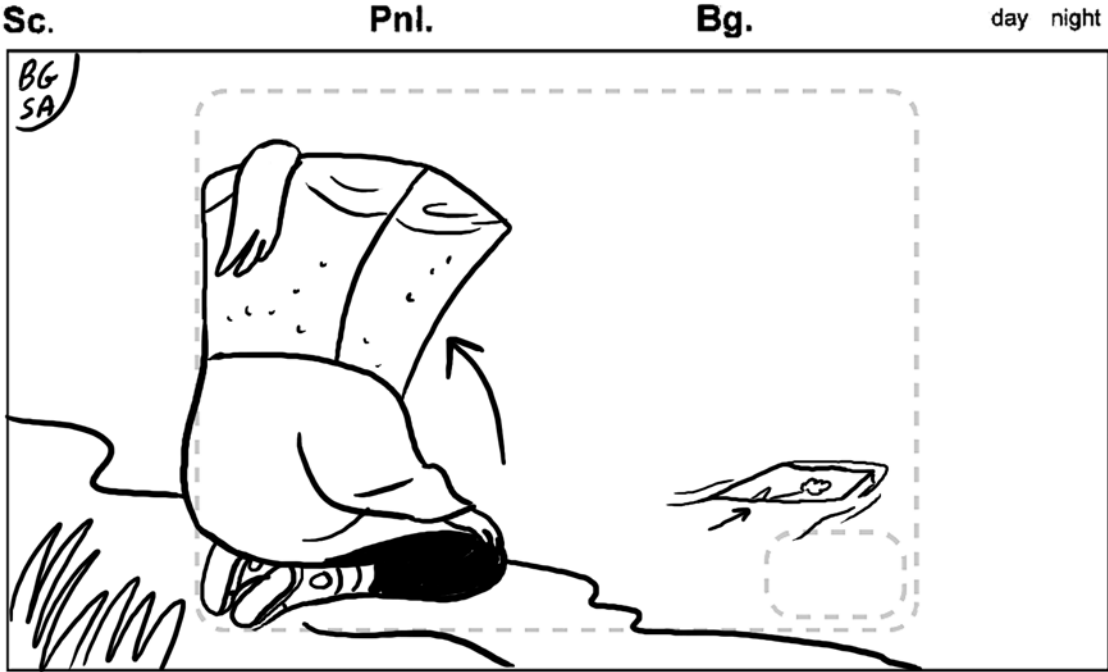
ADVENTURE TIME



Dialog:	BP / IT WOULDN'T HAVE WORKED OUT BETWEEN US ANYWAY.	
Action:	-DIARY DISAPPEARS / RIPPLES	② DIARY RESURFACES
Timing:		②



ADVENTURE TIME



Dialog:

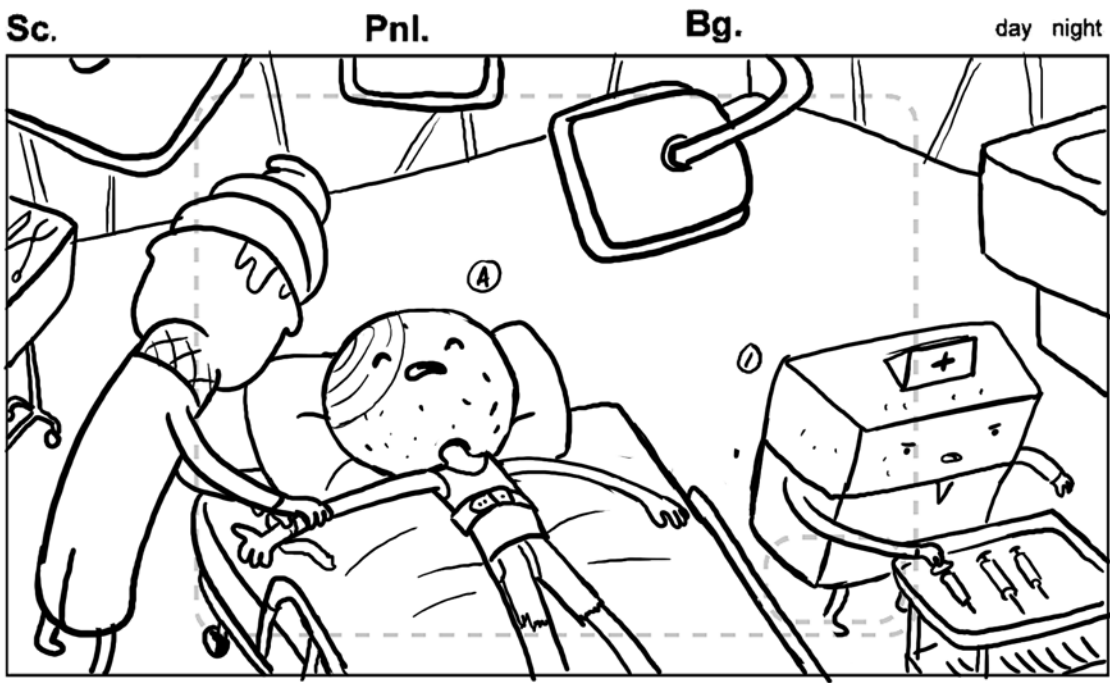
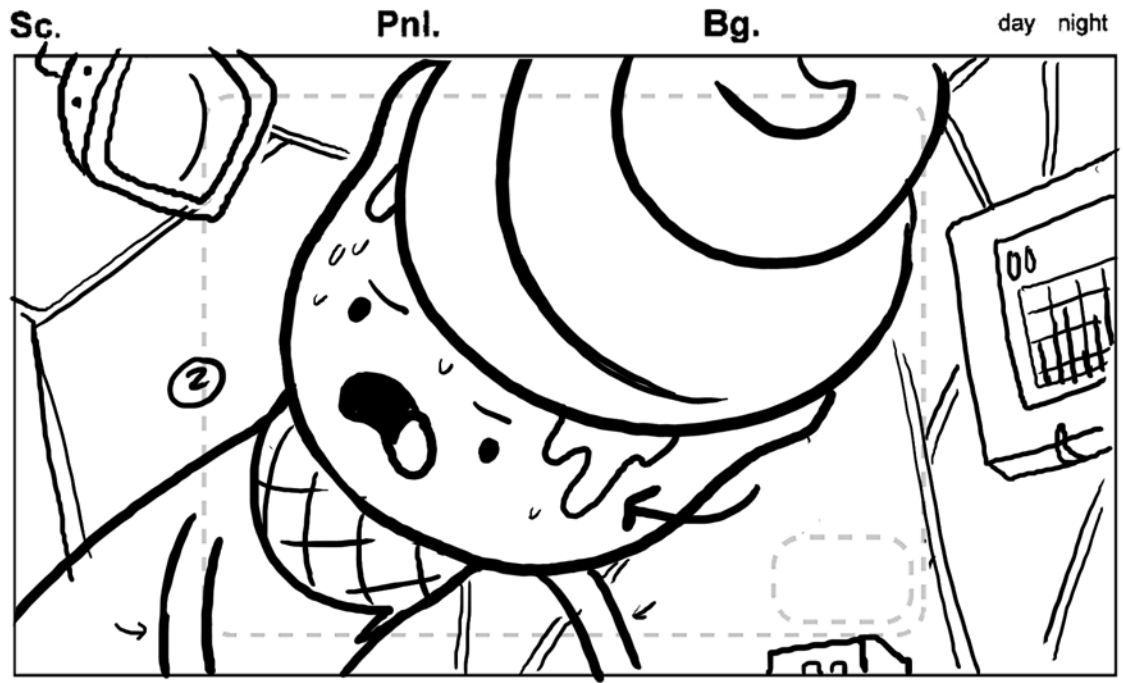
→ YOU'RE KIND OF CLINGY. —————→ SINCERELY,
NURSE BETSY POUNDCAKE.

Action:

-BP SITS UP
-DIARY FLOATS AWAY —————→

Timing:

ADVENTURE TIME



Dialog:	DOCTOR / ICE CREAM / ² NURSE POUNDCAKE!!	
Action:	-ARM'S JIGGLING/STRUGGLING ②-TURNS AS HE SHOUTS	
Timing:		

①

②- NPC TURNS
-JAWBREAKER DUDE STRUGGLES CYCLE A B

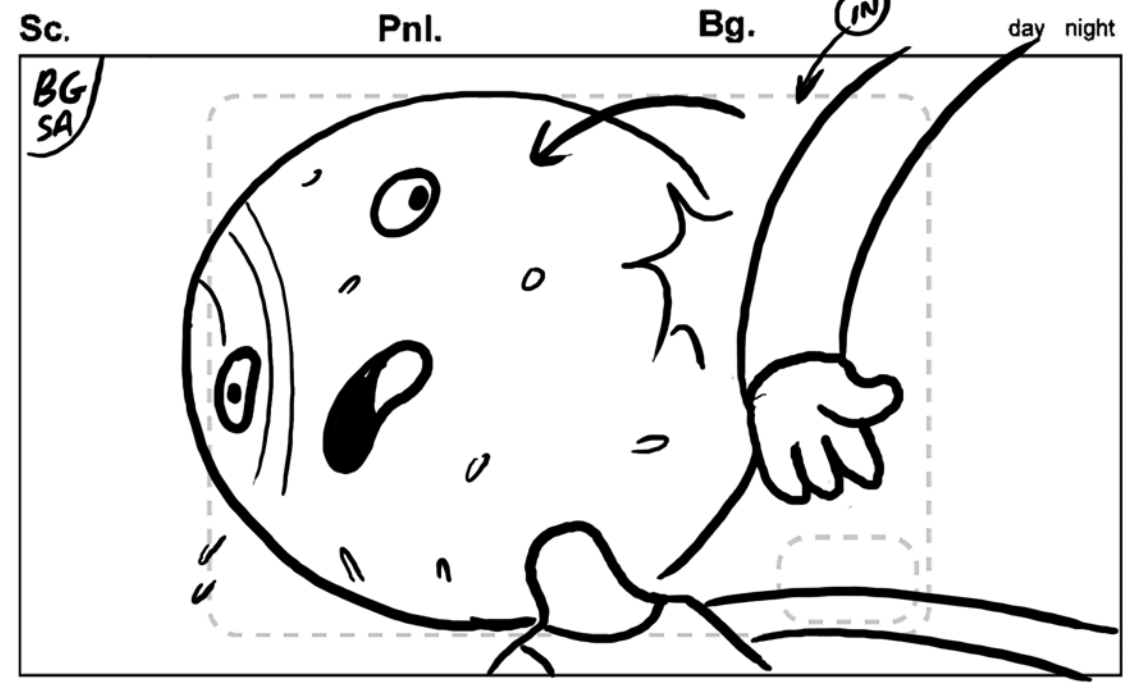
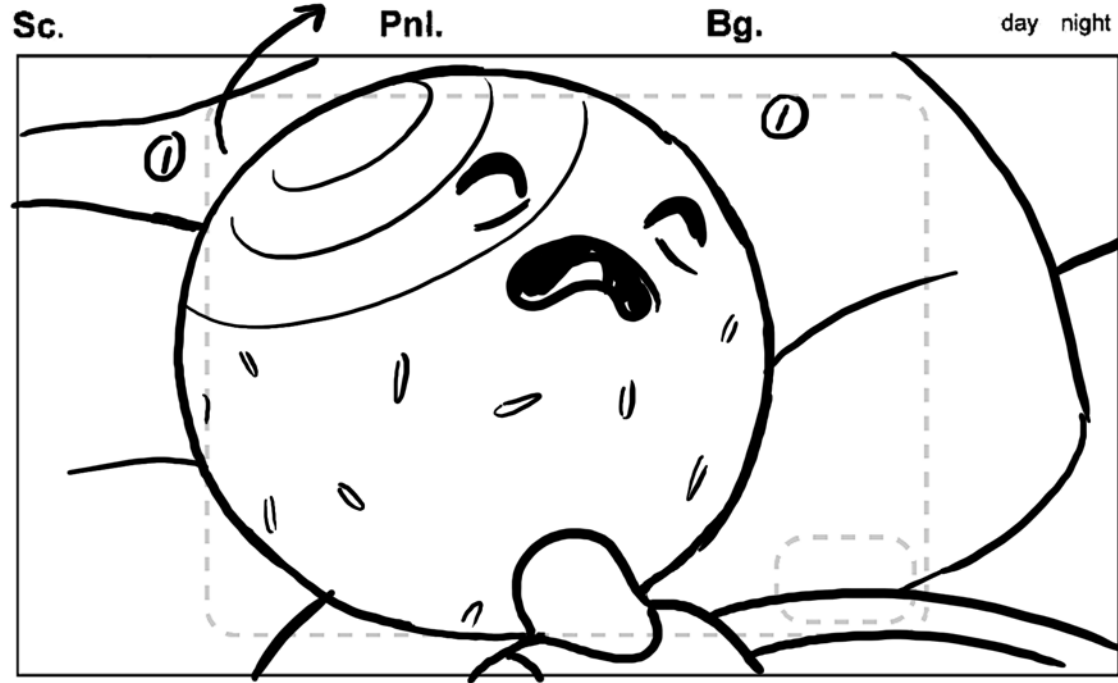
②

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ADVENTURE TIME



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Dialog:
JAWBREAKER/
GUY I'M NOT GONNA
MAKE IT, MAN!

Action:
-LOLLING HEAD CYCLE ①②

Timing:



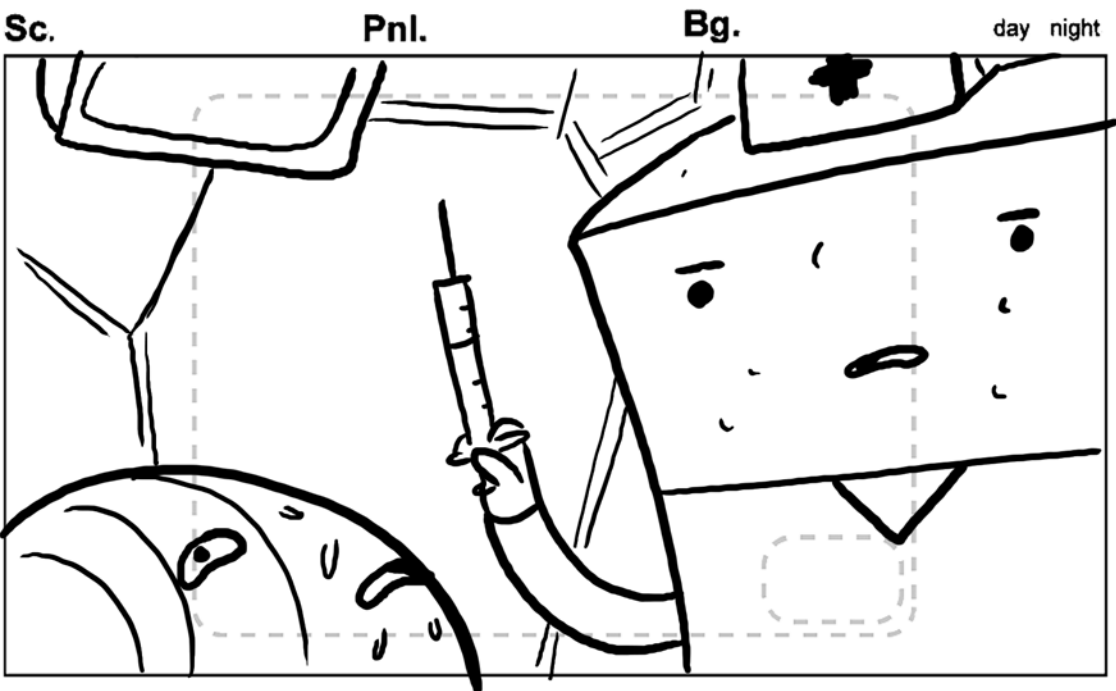
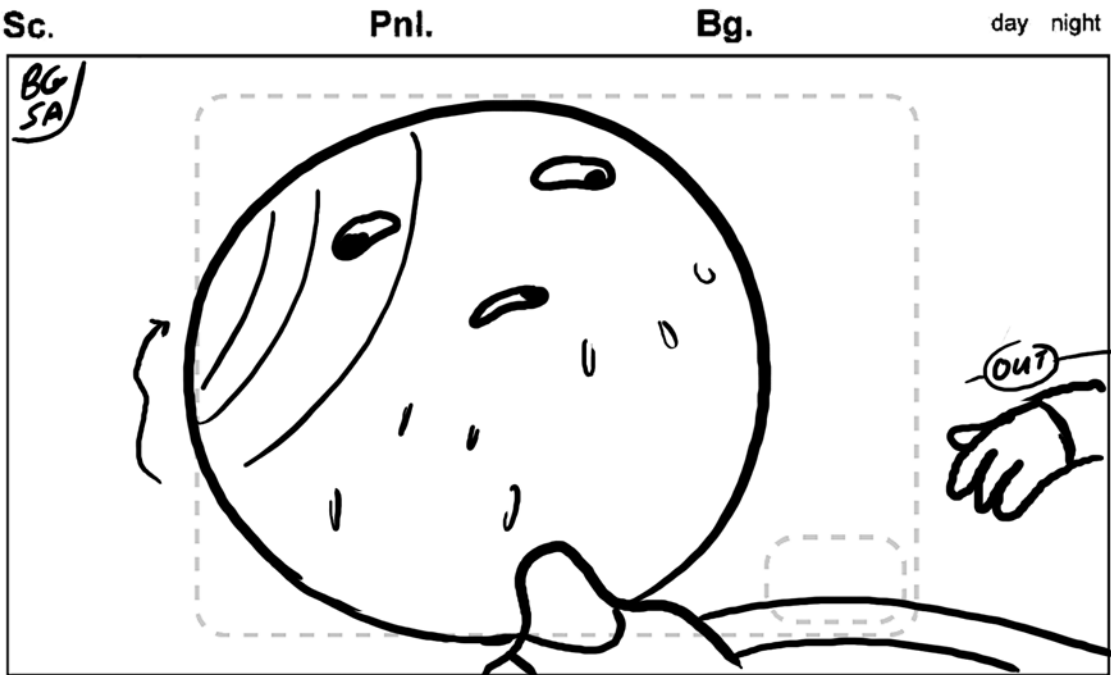
SFX /SMACK
NPC/ LISTEN TO ME!

NPC SMACKS FACE

EPISODE # 1025 - 190

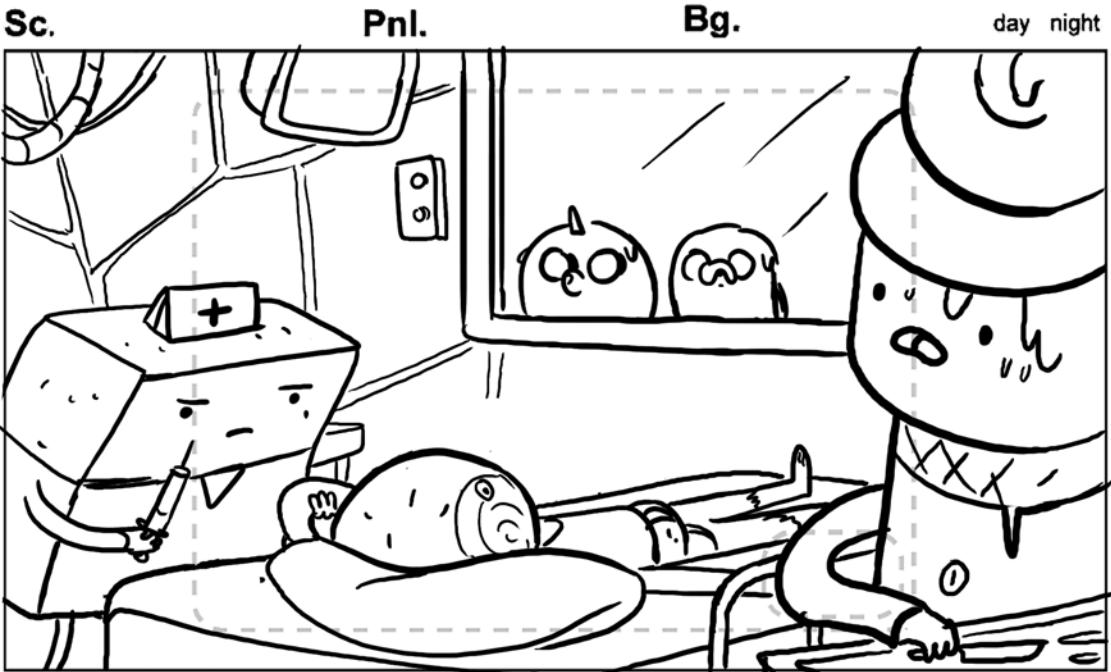
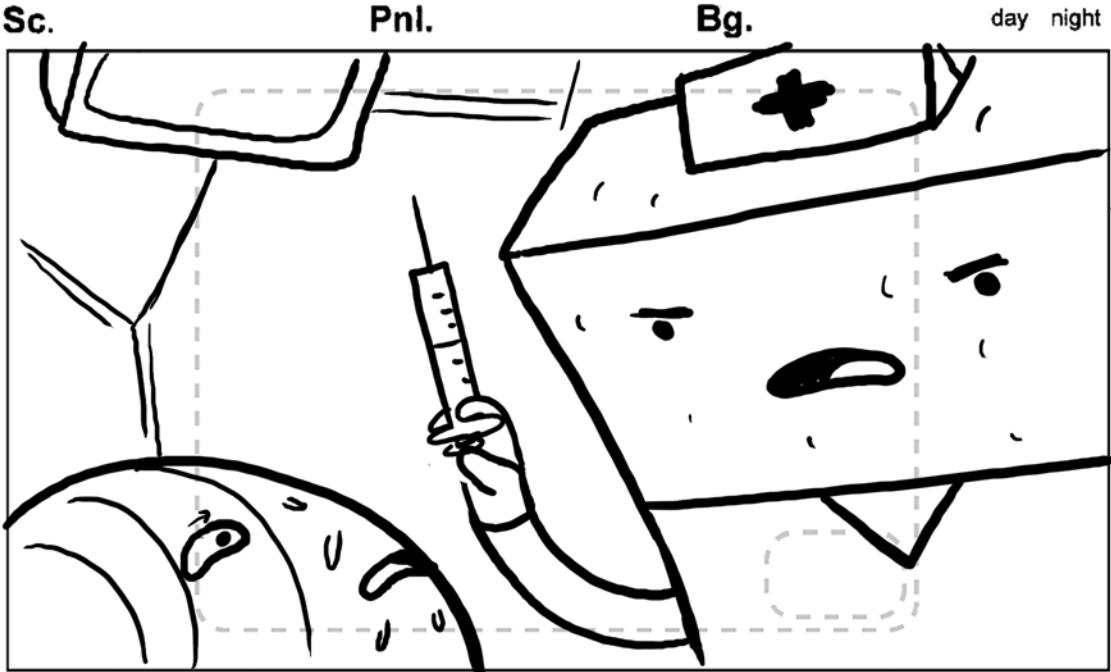
Production :

ADVENTURE TIME



Dialog:
Action: - PATIENT, DAZED, FACES UP - HAND OUT
Timing:

ADVENTURE TIME

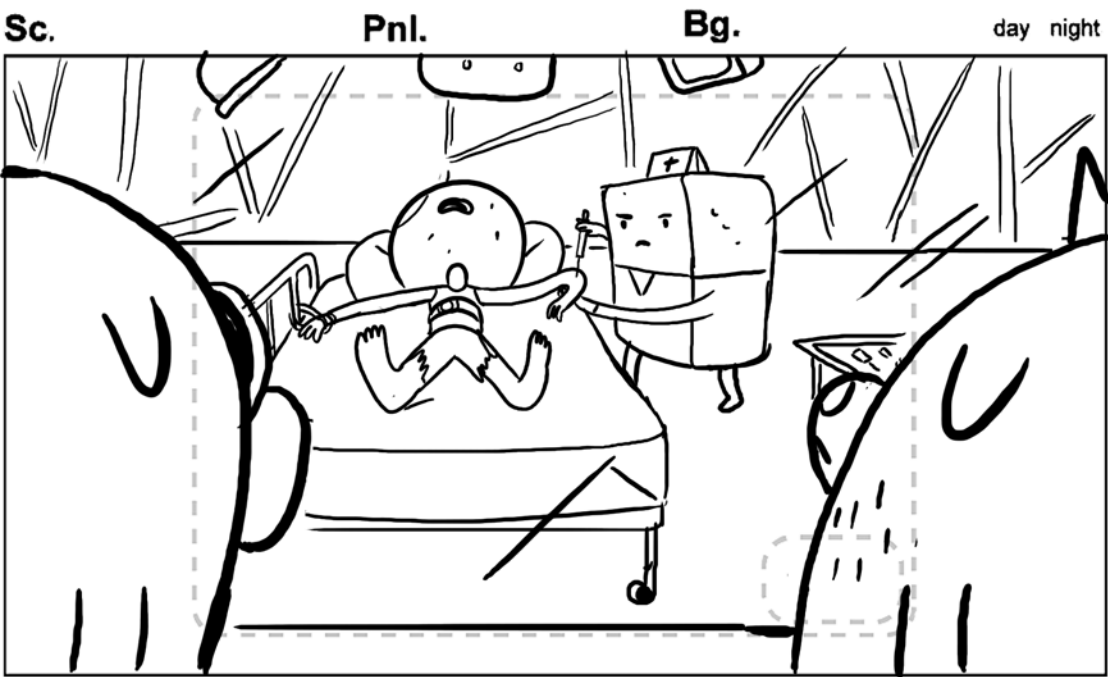
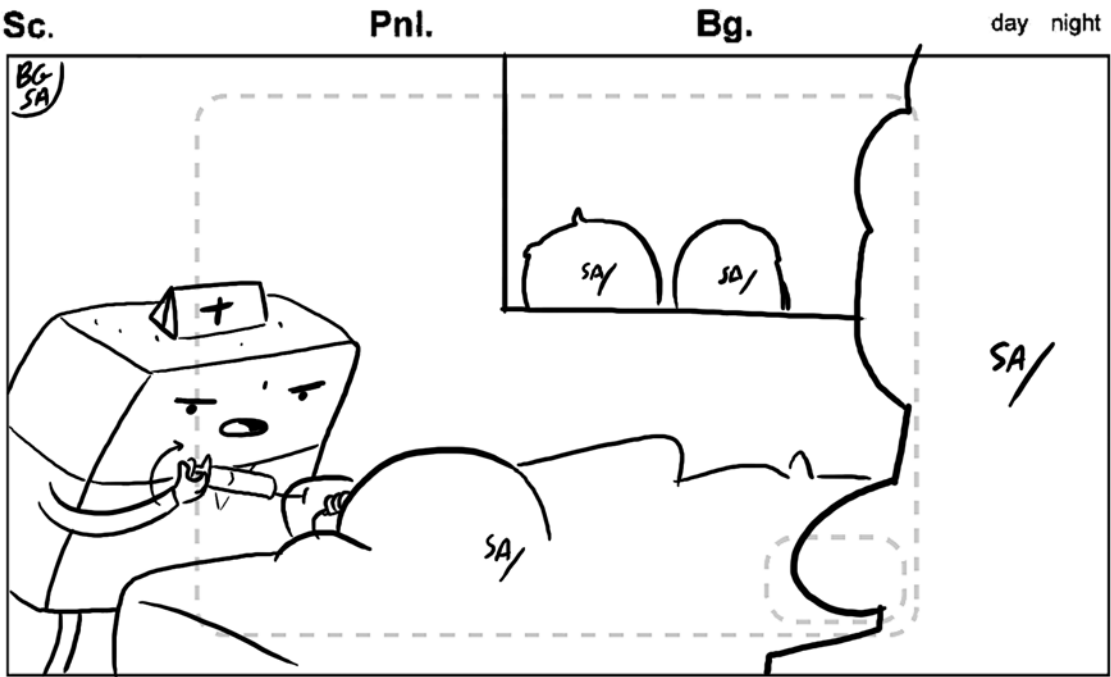


Dialog:	NPC/ YOU <u>WILL</u> LIVE.	DIC/ WAY TO TAKE CONTROL OF THE SITUATION, NURSE
Action:	- NPC LEANS IN - PATIENT SORT OF LOOKS AT NPC	② - DIC RAISES SCALPEL - TV + J WATCH FROM WINDOW
Timing:		



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ADVENTURE TIME



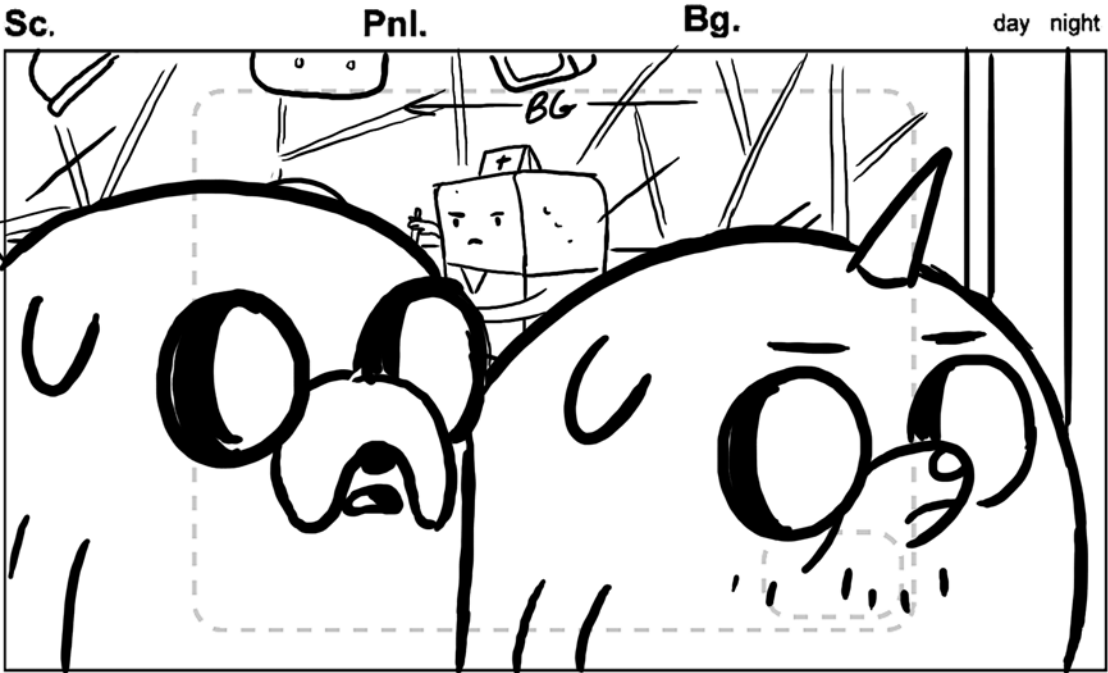
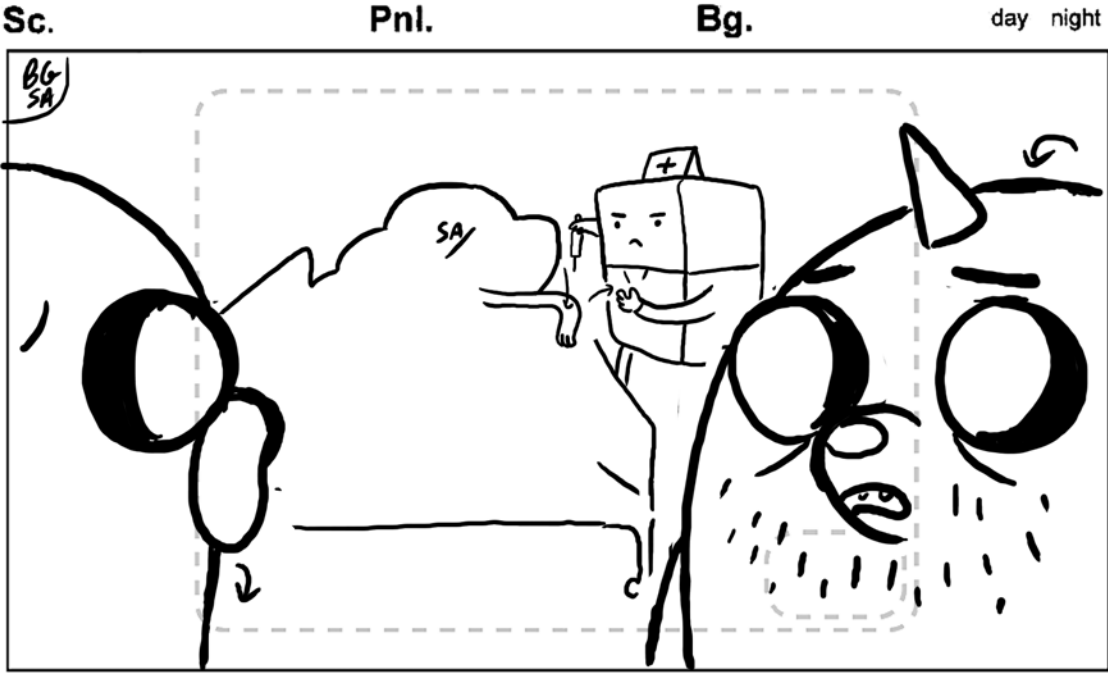
Dialog:	<p>NPC/ SAVE IT FOR THE POST-OP, DOC</p> <p>J/ WOW. BP IS NURSE POUNDCAKE.</p>
Action:	<p>NPC STICKS NEEDLE IN ARM</p>
Timing:	

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ADVENTURE TIME



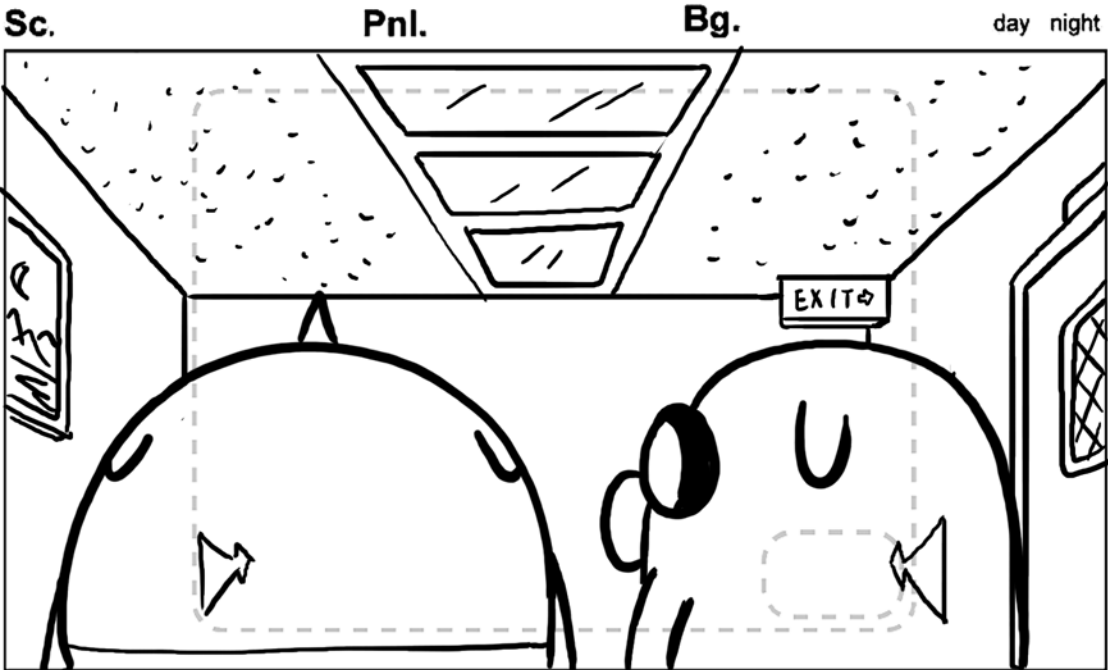
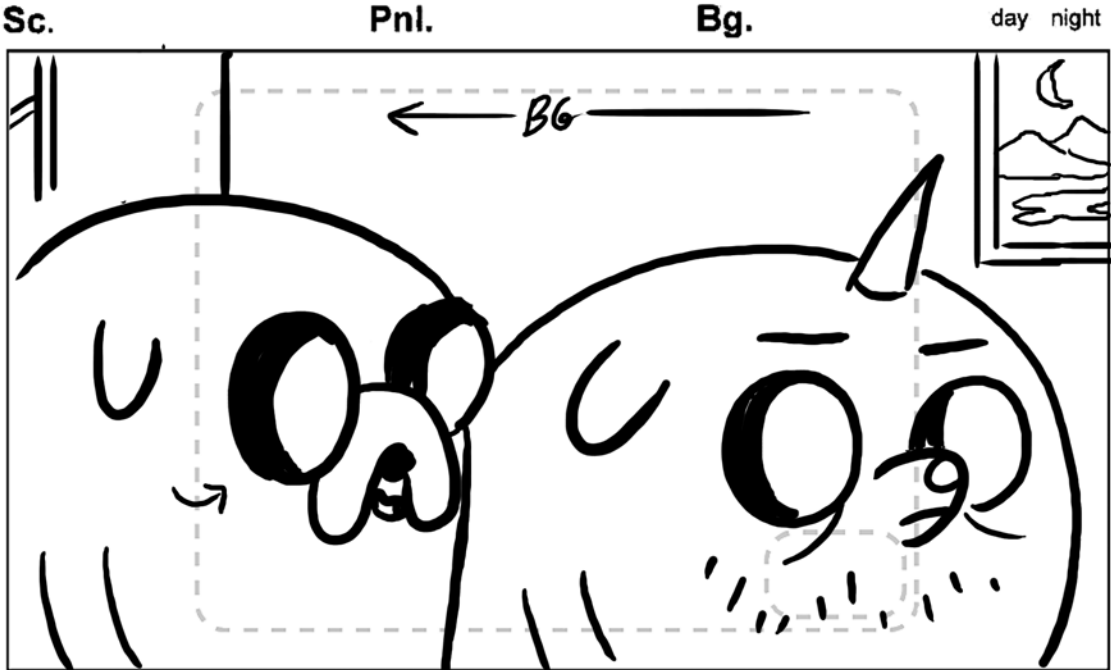
Page **268**



Dialog:	TV/ BUT WHAT ABOUT THE RIPPED PAGES?	J/ OH, I SAW THEM IN THE CABIN. IT WAS JUST A LOT OF MEAN STUFF ABOUT JUSTIN.
Action:	- TV + J TURN - NPC DROPS ARM	
Timing:		

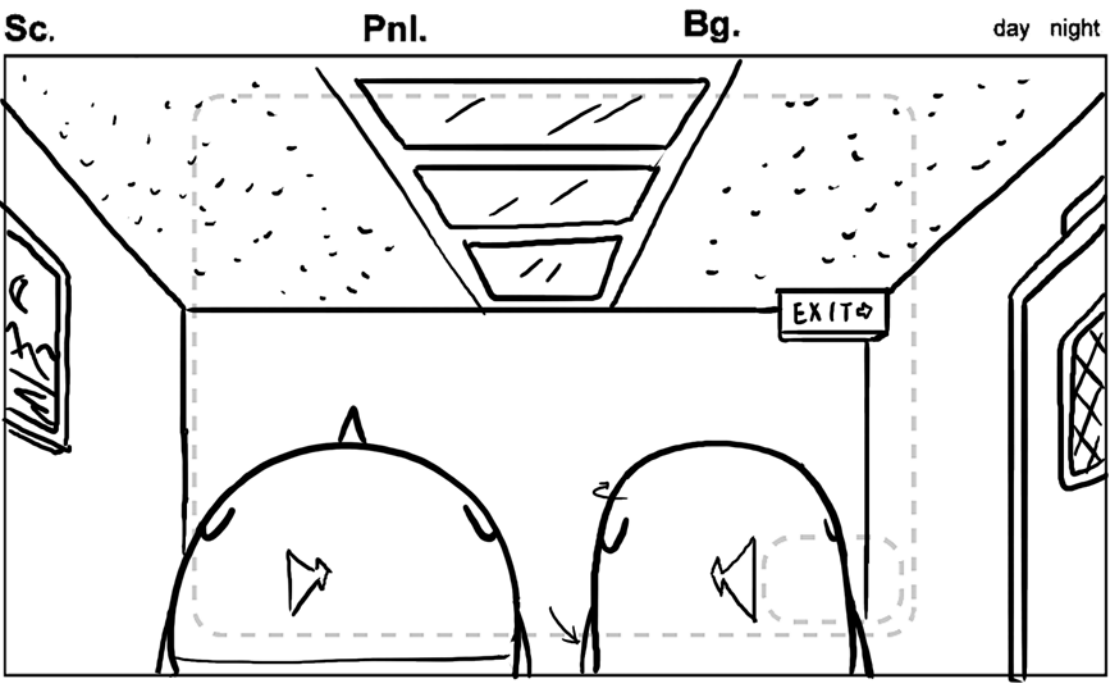
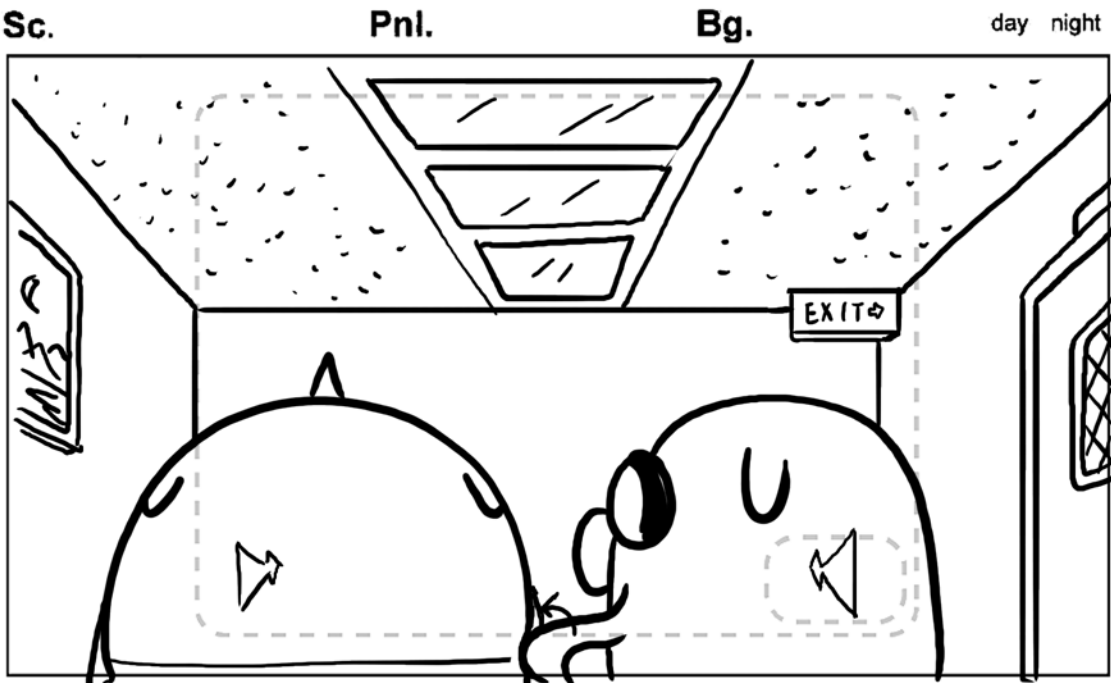
EPISODE # 1025 - 190
Production :

ADVENTURE TIME



Dialog:	J/ JUSTIN, HEY? THAT GUY MUST BE PRETTY SAD
Action:	TV + J WALKING DOWN HALLWAY →
Timing:	

ADVENTURE TIME



Dialog:	J/ YOU 'WANNA GO FIND HIM?	TV/NO.
Action:	TV + J WALKING DOWN HALLWAY - J NUDGES TV WITH ELBOW	- J ELBOW DOWN, TURNS STRAIGHT AHEAD
Timing:	The End	